



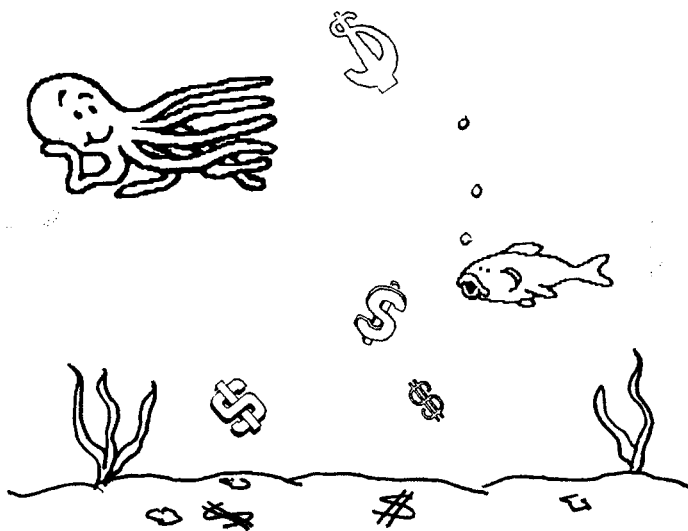
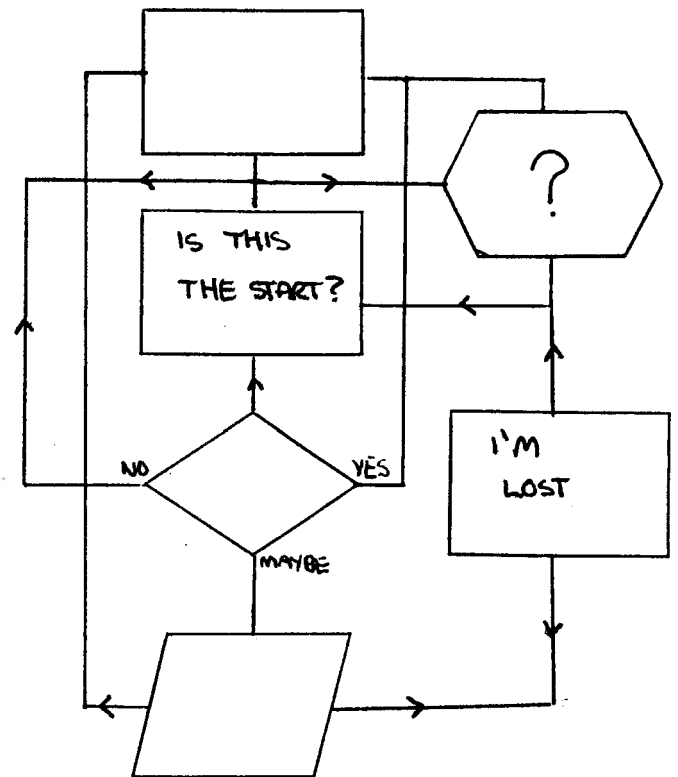
Atari Computer Enthusiasts [N.S.W.]

A.C.E. (N.S.W.)
G.P.O. BOX 4514,
SYDNEY. 2001.
N.S.W. AUSTRALIA.

INSIDE INFO No. 25

June 1986

RECEIVE
YOUR OWN
OFFICIAL PROGRAMMING
MAGAZINE



WILL
YOU
BE
A
PROGRAMMER

PRICE \$3.00



SUPER PRODUCTS



TAKING THE ATARI BEYOND GAMES

MAY PRODUCT BULLETIN

Would you like a FREE Superman? Well, we are not actually giving them away, but for the price of a standard printer interface (app. \$150) you can get Superface, the latest Superman, and still have change.

Superface is compatible with ALL programs, and will drive just about any Centronics printer. Plugs into joystick port 2, leaving port 1 free. It is NOT a software driven printer driver, but includes a special substitute handler in the operating system with Superman. Superman is by now well known of course, a full machine language monitor, ALWAYS accessible, ALL disassembly functions PLUS built-in binary loader, 4 colour screendump, acting as automatic translator disk for the XL/XE and giving automatic bankselect with XE and all SuperRAMs etc. etc.

SuperMAX has by now proven it's worth, converting your 1050 drive to TRUE double density, as well as 1050 and single. SuperMAX pays its own way in saved disks! Used with SuperDOS it boosts the baudrate to 90,000, four times as fast!! SuperLED gives a full drive status indication, and does away with the need to cut notches or use write-protect stickers.

SuperRAM turns your Atari into a BIG computer, giving 320K bytes of RAM on the XE, 600 and 800XL and 304K for the 800 (Actually more RAM than the 520 ST has available). The XL models are complete XE emulators, allowing Antic and the CPU independent access to the extra RAM. When used with SuperDOS, allows use with practically any program. Now for less than the 64K module for the 600XL!

SuperRAM for the XL and XE models requires some soldering, for the 800 a 16K board must be sent in.

Super800 is the latest product, it turns your 800 into an XL. So if you were thinking of getting an XL as well, to run those 64K programs, why bother? Comes with its own 16K RAM and 2 operating systems, which can be standard rev. B for one and Superman rev "B" for the other, or Superman for both systems.

SuperDOS is the most comprehensive DOS ever for the Atari, includes a high speed Binary loader, Basic loader, sector copier, restore function, DOS 3 to II converter, is compatible with DOS 2 and 2.5 and any density, menu driven with single key selection, extra functions, automatically configures any extra RAM to maximum capacity and on power up will transfer to the Ramdisk all files with the extender RAM, defaults to the RAMdisk when drive 1 is not there, making almost any program useful with the RAMdisk etc. etc.

All Superproducts except Superman for the 400/800 can be switched back to a FULLY standard system at any time!!!!!! The new 400/800 Superman is now fully compatible with e.g. ECA programs.

All orders must specify the model of computer, printer and diskdrive!

SuperRAM for the XE \$159. the 800 and 800XL \$189.- For the 600XL \$199.-

SuperMON for the XE \$59.- All other models (please specify) \$89.- For non Epson compatible printers add \$20.- plus list of commands for customising.

SuperMAX (1050 drives only) \$89.-

SuperLED \$25 if ordered with SuperMAX, \$30.- if separate.

SuperFACE \$49.- Needs PrintMON (a special SuperMON) to drive it.

SuperDOS comes free with SuperMAX and SuperRAM, single copies \$20.-

Super800 XL emulator complete \$169.- Refund for latest model SuperMON \$59.- old model \$29.-

Upgrades to the latest model Superman are now available, \$20.- for XE/XL and \$30.- for the 400/800 models. Requires the sending in of your SuperMON.

Prices may change without prior notice.

XL SuperRAM and Super800 emulator may not yet be available, please check before ordering.

Add \$3.- to each order for P+P. or \$7.- for registered mail. ANY RETURNS MUST BE PROPERLY PACKAGED.

Cheques or money orders to be made out to W. VISSER.

Telephone enquiries are welcome, during normal business hours. All correspondence must include a S.S.A.E.



SUPER PRODUCTS. P.O BOX 507 BEENLEIGH QLD. 4207 PH(07) 8011218



EDITORIAL



As you would of noticed this issue seems a little larger than the previous two, this is because this is 'the bumper (end of financial year) issue.' This issue contains two programs for 'bottom of the harbour schemes', no really two excellent financial programs, TAXFILE, a program that lists tax deductions, categorises them and sorts into chronological order so that you can include with your tax return.

The other is PAYMASTER, a program that allows you to calculate wages, print wage slips, payment summaries and printouts of employee details. It is a long program but well worth the typing or you can wait till it becomes available from the software exchange.

IF you have read or are about to, the information sheet found on the back page you will have or should have noticed that Larry O'Keefe is now the Sysop and that the Bulletin Board Service number has change to (02) 529-8249. This number is only temporary, until a new line is put into Larry's home to be used especially for the board.

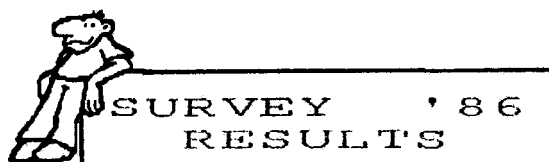
Jeff Maddock retired from the position of Sysop to the position of Assistant Sysop due to the imminent arrival of 'the sound of little feet' to the household. Jeff will continue to bring in the hardware to the meetings. Congratulations must go Jeff for the previous years work in building and operating the Bulletin Board; congrats Jeff.

Also on the information sheet is a spot called Renewal Date. A sticker will appear indicating that this issue is the final in your current membership, and now is the time send in the renewal form, otherwise the spot will remain blank.

Results from the survey in Issue 23 will follow this editorial. Even though the results have been published it would still be appreciated if those of you who did not reply, could please send them in. From the results the committee has already taken action, the software exchange has released a Show-off Disk and several Antic Public Domain Disks.. see the Software Exchange article. Ian Murray is now writing a regular article 'Meetbeat' will summarise the happenings at the previous meetings.

I was going to finish off this editorial with the last of the pricing of the St's, but the problem in being editor is some #&%@"#! always beats you to it.. see FAST in this issue.

Craig Armsworth



The aim of this survey/questionnaire was to grasp an understanding of the general makeup of the members pertaining to A.C.E. (N.S.W.), their ideas and interest to be used as a guide line for the decisions undertaken by the committee in the interest of the club and its members.

The results are as follows:



Total number of replies = 42
Percentage of club = 16.8%

(i) GENERAL INFORMATION

a) Age Groups.

	10-	11-20	21-30	31-40	41-50	51+	Totals
Male:	0	15	8	8	5	1	37
Female:	1	0	0	1	0	0	2
Totals:	1	15	8	9	5	1	39
Not Specified:	3						3
							42

Percentage of members that are male 88.10%
" " " " " female 4.76%

The not specified result is due to the replies from schools that have both male and female students.

(ii) COMPUTER SYSTEMS

a) Computers.

Total number of computers = 59.

Approximately 1.36 computers/member.

26.19% of members have two or more computers due in part to the schools having more than one and many other members having the older 400's and 800's and then buying the XL's.

Computer Percentage

400	22.04%
800	15.25%
600XL	3.39%
800XL	50.85%
130XE	5.08%
520ST	3.39%

b) Disk Drives

Total number of disk drives = 42.

Approximately 0.71 disk drives/computer.

90.48% of members own disk drive where 13.16% of these members own two or more drives.

Disk Drive Percentage

810	23.81%
1050	59.52%
Other	16.67%

The major portion of the other disk drives are the INDUS GT and the RANA 1000 disk drives.

c) Cassette Drives

Total number of cassette drives = 26.

Approximately 0.44 cassette drives/computer.

61.90% of members own cassette drives.

d) Printers

Total number of printers = 34.

Approximately 0.57 printers/computer.

71.43% of members own printers where 10% of these members own two or

more printers.

Printer Percentage

1020 5.88%

1027 8.82%

Epson..

Gemini..

Panasonic 44.12%

Other 41.18%

The other printers include the 822 and a variety of Epson copies/compatibles, Brothers etc.

e) 850 Interface

Total number of 850 interfaces = 11.

Approximately 0.18 850 interfaces/computer.

26.19% of members own 850 interfaces.

f) Modems

Total number of modems = 4.

Approximately 0.07 modems/computer.

9.52% of members own modems.

g) Koala/Touch Pad

Total number of Pads = 11.

Approximately 0.18 pads/computers.

26.19% of members own Koala/Touch Pads.

h) Other Features.

26.19% of members replied to this category indicating the other features mainly to be printer interfaces as well as trak balls, voice box, supermon.

(iii) USAGE

a) Hours.

The total number of hours spent using the computer(s) was 373.5 hours/week the average usage was 8.89 hours/week.

40.48% of the members used the computer for 1 to 5 hours per week.

b) Expertise.

Most members classified themselves as intermediate.

Skill Percentage

Beg. 16.67%

Inter. 71.43%

Advan. 11.90%

c) Languages.

Of all the languages used BASIC was the one most commonly used.

Language Number of Users % of Total
 Languages Used

ACTION! 4 5.56%

ASSEMBLER 9 12.50%

BASIC 39 54.16%

BASIC XL 2 2.78%

MICROSOFT BASIC 1 1.39%

C 1 1.39%



COBOL	1	1.39%
FORTH	5	6.94%
LOGO	8	11.11%
PASCAL	1	1.39%
PILOT	1	1.39%

d) Main area of usage.

The main area of usage was Entertainment followed closely by Tinkering.

<u>Usage</u>	<u># of Responses</u>	<u>Percentage</u>
Educational	16	15.24%
Business	6	5.71%
Tinkering	24	22.86%
Entertainment	29	27.62%
Personal	20	19.05%
Other	10	9.52%

The majority of responses that indicated Other specified that they used the computer for word processing.

(iv) INSIDE INFO

35.71% of the members indicated that they had written an article for Inside Info.

In answer to if they wish to write an article, 69.05% of the members indicated they would while 30.95% of the members indicated they would not.

The most popular articles wished to be read in Inside Info were Tutorials, Software Reviews and Hardware articles.

<u>Article Type</u>	<u>Responses</u>	<u>Percentage</u>
Educational	18	12.24%
Business	10	6.80%
Hardware	26	17.69%
Software Rev.	28	19.05%
Tutorials	30	20.41%
Entertainment	23	15.65%
Other	12	8.16%

In the other category Utility Programs, Overseas News, Graphic Demos, Music Demos and Game Tips/Secrets were called for.

(v) SOFTWARE EXCHANGE

Only 64.29% of the members indicated that they had brought titles from the software exchange.

The most popular titles were Utilities and Entertainment then Education Titles.

<u>Titles</u>	<u>Responses</u>	<u>Percentage</u>
Educational	21	20.59%
Business	12	11.76%
Entertainment	30	29.42%
Utilities	29	28.43%
Other	10	9.80%

Of the other category, Demonstrations of Graphics and Sound, Antic

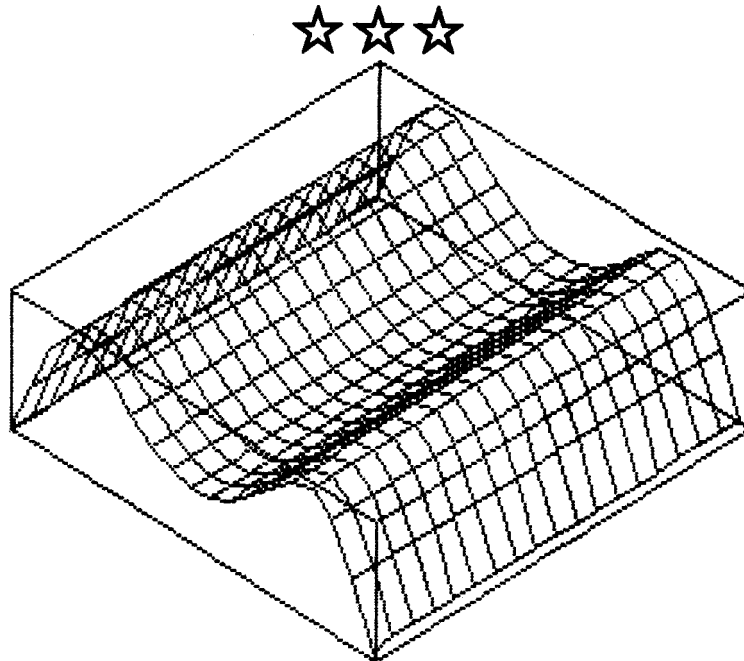
and Compute Programs, Tutorial Disks and Charactersets, Printshop Icon disks were indicated.

(iv) MEETINGS

50% of the members indicated that they cannot attend the meetings but stated that they would like to know what goes/went on at the meetings via an article contained within Inside Info.

The most popular response to the meetings were that you wished to see software demonstration and more news from overseas.

<u>Item</u>	<u>Responses</u>	<u>Percentage</u>
Demonstrations	23	20.59%
Software Mark.	18	16.36%
SIG Groups	9	8.18%
Quest. & Answers	19	17.27%
Special Guests	15	13.64%
News	22	20.00%
Other	4	3.64%





April Meeting (ACE NSW)

I would like to introduce a new service to the readers of Inside Info, and more particularly, to those members who, for one reason or another, are unable to attend the monthly meetings. Each issue of Inside Info will contain a list of items discussed or demonstrated at the previous meetings. Along with this list, I will provide the name of the person or persons who presented the item, so that if you would like further information on a topic, it would be a simple matter for you to contact that person.

The meetings generally begin with a swap/sell session where members may buy/sell/trade original hardware and software. The committee will not tolerate any attempts to trade or sell 'Pirated' software, and action will be taken against anyone found carrying out these activities.

The meeting proper gets underway with a report from the president of the club, and followed by reports of interest from the committee or Special Interest Groups (SIG's). The April meeting produced reports presented by Philip Hayne (ST-SIG) Jeff Maddock (Bulletin Board Service). These reports mentioned the latest developments concerning those particular SIG's.

The main attraction of the night was a 'shootout' of some leading word processors. Those demonstrated were;

Paperclip	Craig Armsworth
Speedscript	Craig Armsworth
Speedscript	
80 Column Vers.	Jeff Maddock
Writers Tool	Philip Hayne
Bank St. Writer	Ian Murray

To allow club business, purchases from the software library and borrowing from the library to take place, a break of about 20 mins. occurs around 8.00pm. The break in proceedings was followed by demonstrations of recent software;

Mercenary	Ian Murray	
Cosmic Crusaders	Joe Delman	(who also is the author)
Best of English		
Software	Martin Mitchell	

This brought the meeting to a close. I would like to thank everyone who has come forward to present items at the meetings, and also ask anyone who may have anything which they consider interesting, to provide a demo at a future meeting.

For our July meeting, a special demo of the ST range, along with software for same has been arranged. If you, or any of your friends who are contemplating the purchase of this type of machine, would like to see it operate in the hands of someone who does know how to use it, then please come along. Be early, because this will probably be a big night. Until next issue then, I rest my trusty WP.



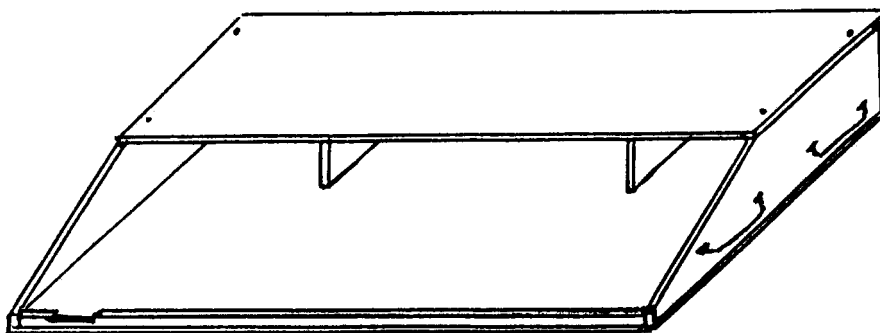
CLASSROOM COMPUTER CARRY-ALL

by Bruce Fairhall



This ATARI computer carry-all is intended for classroom use, where removal to secure storage each night, plugging and unplugging leads, and damage through movement of components are problems that don't face the home user.

The design is not mine: I borrowed the basic idea from carriers used in other Central-West schools and then added/subtracted from there. This model meets most needs, saves that great MESS on computer desks and helps teachers with what plugs into what.



For relocating the computer, all that has to be done is unplug the TV/monitor (power and input leads), and the main power lead. My suggestion is: teacher carries the TV and 2 pupils the case. The computer is used in the case, which fits on a school desk. Setting up is just those same 3 connections. The case also has space to store joysticks and disks or tapes. All in one place!

MATERIALS LIST

HARDWARE:

- 10 screws: 6G x 35mm (wood)
- 8 4.75 x 25mm nuts/bolts for handles
- some 30mm panel pins (jolt head nails)
- PVA wood glue
- 1 cup hook, about 12mm size
- 6 rubber screw-on feet
- 4 carrying handles
- Putty and paint or clear finish
- 1 electrical power board (3 or 4 outlets)

TIMBER:

- 13mm PINEBOARD: 1- 860 x 425mm (base)
1- 860 x 210 or 250mm (shelf)
- 75 x 25mm DAR: 1- 825mm (back of case)
- 25 x 25mm DAR: 1- 825mm (front rail)
- 125 x 25mm DAR: 2- 425mm (sides)
2- 160mm (shelf supports)

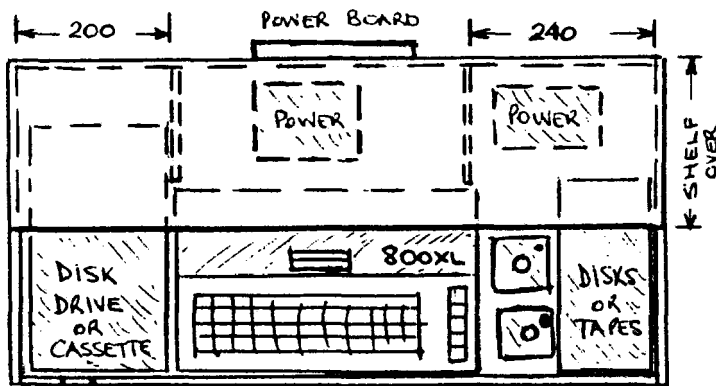
COST: Around \$20.00 to build, depending on your sources! I cut 3 sets of bases and shelves out of a 1200 x 1800mm pineboard sheet.

HOW TO BUILD IT

1. Cut pineboard base 860 x 425mm
2. Cut pineboard shelf 860 x 210mm for a monitor or small TV. Piece 860 x 250mm needed for 34cm TV.(eg RANK)
3. Cut 2 sides each 425mm long. Taper from a point 210mm or 230mm from the back down to 20mm height at the front. 250mm shelf must protrude 20mm from back, if the cartridge slot on the computer is to remain accessible with larger TV.

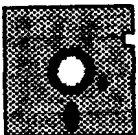


4. Cut 2 shelf supports 160mm long. With hole saw, cut a 50mm diam. hole in each, towards the back, for ventilation and cords. These also stop the computer moving backwards on the tray if installed as shown.
5. Glue and nail the 2 sides in place.
6. Cut back and front boards to fit. Cut access for disk drive on/off switch in front rail. Glue and nail boards in place.
7. Glue and nail the 2 shelf supports in place.
8. Glue and nail the top shelf to sides and to shelf supports.
9. Screw down the shelf (2 screws each side), and screw the base onto the sides from beneath (3 screws each side).
10. Sand down, punch and fill nail holes, paint or clear finish.
11. Mount:
 - handles on sides, using nuts & bolts
 - power board on back
 - cup hook on the back board near power board to hold TV input cable secure
 - the 6 rubber feet to protect desks
12. Install your equipment as shown. Some 6mm polystyrene strips will help pad the computer and disk drive/cassette unit.

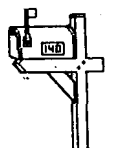


Set your carry-all up as in the diagram, and let me know of any improvements you work out, so I can upgrade the design.

Bruce Fairhall,
Public School,
BLAYNEY 2799



SOFTWARE EXCHANGE



by Philip Hayne

Hi back to the DISK-O-RAMMA again to report on all the new arrivals at MUPPET LAB, oops I mean A.C.E. cidnee. And I think it might be a WORLD RECORD (Where are you Mr Guinness?) SEVEN new disks!

Firstly six disks from the ANTIC Public Domain Library. (More to come).

STELLA TRIO

This disk contains three machine language games on a menu loader, they are:

Gauntlet	Planetary Attack game with multi-weapons and aliens.
Orbit	Dock with space station near a Black Hole, good one.
Defense	Rear Guard/Defender spin-off.

PROGRAMMER'S DESIGN TOOLS

This disk consist of the following programs:

DATA BASE	FONT EDITOR	LABEL MAKER
DISK MENU	RENUMBER	PM DESIGNER
PROG SORTER	DISK FORMATR	BINARY MENU
RPM TESTER	SOUND LAB	SKETCH ART
PROG FILER	SUPER DUP.SYS	

C.U.E.S Education Disk #2

It has the following Educational programs with a disk MENU:

MULTIPLY	REMAINDER	FUNCTION
SPELLING BEE	US STATES	METRIC
AMERICAS	SUPER LETTER	MATH PACK

ASTRONOMY & METEOROLOGY

This fascinating disk has these interesting programs:

ASTRONOMY COMET HALLEY SOLAR SYSTEM PLANETARIUM HURICANE TRACKER

KERMIT EMULATOR

This is for file transfer between computers, and is ideal for 8-bit/ST porting.

HOMEPAK CUSTOMIZER

Batteries Included's HOMEPAK program is a highly usefull trilogy of tools and this disk allows you to customize many of it's functions to your liking. It also allows DOS 2.5 ramdisks for 130XE's and upgraded XL's.

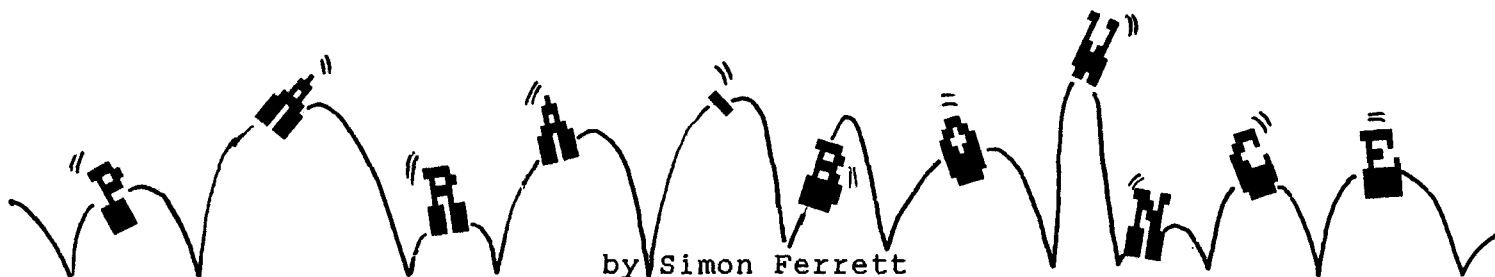
Ok the lucky last. The much talked about 'SHOW-OFF' disk! And here's what it has:

APPLE KILL COMMODORE KILL AMIGA-BALL
BALLSONG ROCKET'N'ROBOT JAMES BOXES
AND FIVE MUSIC PROGRAMS. There is also a very multi-colored disk menu.

Also just a few quick points, COSMIC CRUSADERS now has the doco on the disk so if you have a printer there is no need to pay the extra \$2 for the doco. Disk with doco=\$6.00, Printed Doco=\$2.00

Also I aint received any disks in the last 2 months, and NO Construction Set/PRINTSHOP/TYPERSETTER/ or Piccies at ALL. Come-on people I know for a fact that several members have PRINTSHOP, and one U.S. club releases a ICON disk (120 images!) every 3 months! So I do think we could have at least ONE this year. Please.....

Bye..



It is your job to stop Suicidal Sam killing himself. He has parachuted out of an aeroplane and he is heading for the ground. You



must bounce him back up with your Vacuum-Trampoline(Tm) controlled by a joystick in port 1.

When Sam eventually splats, you will be told how long you bounced him for.

There are three levels of difficulty;

EASY - You have a large Vacuum-Trampoline

HARD - You have a small Vacuum-Trampoline and if Sam hits a cloud, he bounces off at double speed.

VERY

HARD - You have a very small Vacuum-Trampoline and Sam bounces off clouds.

```

1 REM ##### 66 IF Q<49 THEN Q=49 126 DIM A$(512),B$(20),DIFF$(20),W1$(2
2 REM # PARA - BOUNCE # 68 IF Q>195 THEN Q=200 0),W2$(20),W3$(20),C$(512),D$(20)
3 REM # by Simon Ferrett # 70 IF FLAG THEN IF PEEK(53260)>2 THEN 128 X=X+1:READ A:IF A<>-1 THEN B$(X,X)
4 REM # Published by Atari Computer # IF Z>52 AND Z<198 AND Y>15 THEN V=8:H= =CHR$(A):GOTO 128
5 REM # Enthusiasts (N.S.W.) # -H 130 DATA 0,0,28,62,99,73,62,8,20,20,0,
6 REM # June 1986 # 72 POKE 53278,255 0,-1
7 REM ##### 74 GOTO 30 132 POKE 559,46:POKE 704,88
10 GOSUB 206 76 SETCOLOR 2,7,0:?"XXXXXXXXXXXXXXXXXXXX" 134 I=PEEK(106)-8:POKE 54279,I
12 POKE 82,2 "XXXXXXXXXXXXXXXXXXXX" 136 PMBAS=I*256
14 GOSUB 124 78 GOSUB 230:POKE 752,1 138 FOR A=PMBAS TO PMBAS+1024:POKE A,0
16 POKE 53277,0 80 ? "[X]>>>>[X]" :NEXT A
18 GOSUB 76 82 ? "[X] PARA-BOUNCE by Simon Ferret 140 VTAB=PEEK(134)+PEEK(135)*256
20 POKE 705,14 t [X]" 142 ATAB=PEEK(140)+PEEK(141)*256
22 POKE 53277,3 84 ? "[X]>>>>[X]" 144 OFF5=PMBAS+512-ATAB
24 Y=20:Z=101:V=4:H=4:POKE 77,0:F=40 86 ? "[X] Difficulty--->";DIFF$;" 146 HI=INT(OFF5/256):LO=OFF5-HI*256
26 G=150:SEC=2:POKE 540,48:POKE 53251, [X]" 148 POKE VTAB+2,LO:POKE VTAB+3,HI:REST
60:POKE 707,6:POKE 53259,3:POKE 623,1 88 ? "[X]>>>>[X]" ORE 152
28 POKE 623,1:POKE 77,0 90 ? "[X] Press START to play 150 FOR A=PMBAS+640+92 TO PMBAS+640+95
30 A$="♥":A$(209)="♥":A$(2)=A$:A$(Y,Y+ [X]" 152 DATA 126,126,60,24
12)=B$:POKE 53248,Z:IF PEEK(540)=0 THE 92 ? "[X]>>>>[X]" 154 Q=100:DIFF$="EASY..":W1$="HARD..":
N POKE 540,48:SEC=SEC+1 94 ? "[X] Press OPTION to change difficu 156 FOR A=PMBAS+768+25 TO PMBAS+768+29
32 Y=Y+V:Z=Z+H:SOUND 1,0,0,0 lty [X]" :READ F:POKE A,F:NEXT A
34 IF Y<15 THEN V=S:C=INT(10*RND(1)):I 96 ? "[X]>>>>[X]" 158 DATA 24,124,254,127,24
F C/2>INT(C/2) AND Z<200 AND Z>52 THE 98 ? "XXXXXXXXXXXXXXXXXXXXXXXXXXXX" 160 FOR A=PMBAS+896+40 TO PMBAS+896+
N H=-H [X]" :READ F:POKE A,F:NEXT A
36 IF Z>200 OR Z<52 THEN H=-H:IF FLAG 100 IF PEEK(53279)=6 THEN 106 162 DATA 24,124,255,126,24
THEN C=INT(10*(RND(1))):IF Y<105 AND Y 102 IF PEEK(53279)<3 THEN 100 164 POKE 706,8:POKE 707,8:POKE 53258,3
>20 THEN IF C>5 THEN V=-V :SOUND 1,7,12,A:NEXT A:GOTO 86 :POKE 53259,3
38 SOUND 2,Y,10,4 106 ? "[X]":FOR A=1 TO 500:NEXT A 166 RETURN
40 WER=WER+1:IF WER/3=INT(WER/3) THEN 108 POKE 18,0:POKE 19,0:POKE 20,0 168 GOSUB 190
F=F+DIR1:G=G+DIR 110 IF DIFF$="EASY.." THEN POKE 53257, 170 SOUND 2,0,0,0:SOUND 1,0,0,0
42 IF F>220 THEN F=20 3:FLAG=0 172 MIN=INT(SEC/60):SEC=INT(SEC-MIN*60
44 IF G>220 THEN G=20 112 IF DIFF$="HARD.." THEN POKE 53257, ) 174 HR=INT(MIN/60):MIN=MIN-HR*60
46 IF WER>2000 THEN WER=0 114 IF DIFF$="V-HARD" THEN POKE 53257, 176 ? :?"YOU BOUNCED FOR ";MIN;" MIN5
48 IF STICK(0)=15 THEN S=0 2:FLAG=1 AND ";SEC;" SECONDS!"
50 IF F<20 THEN F=220 116 IF INT(21*RND(1))+1>10 THEN DIR=-1 178 POKE 623,3
52 IF G<20 THEN G=220 :G=150:F=0:DIR1=-1.5:GOTO 120 180 ? :?"DO YOU WANT TO PLAY AGAIN?":
54 POKE 53251,F:POKE 53250,G DIR)):DIR1=DIR1+56N(DIR):RETURN INPUT W3$
56 IF STICK(0)>8 AND STICK(0)<13 THEN 120 IF 20*RND(1)>15 THEN DIR=DIR+56N( 182 IF NOT LEN(W3$) THEN 180
S=-8 :DIR)):DIR1=DIR1+56N(DIR):RETURN 184 IF W3$(1,1)="Y" THEN GOSUB 76:Q=10
58 IF STICK(0)<8 THEN S=8 122 RETURN 0:GOTO 24
60 Q=Q+5:POKE 53249,Q 124 RESTORE 130 186 IF W3$(1,1)="N" THEN ? :?"OK."?:
62 IF PEEK(53260)=2 THEN V=-5:Y=70:SOU 126 IF Y>99 THEN 168
ND 1,100,10,15

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:END
188 ? "      HUH??? ":GOTO 180
190 FOR A=155 TO 55 STEP -1
192 SOUND 1,A,6,10:NEXT A
194 FOR A=55 TO 155
196 SOUND 1,A,6,10:NEXT A
198 FOR A=1 TO 50:SOUND 1,201,12,10
200 POKE 704,INT(255*RND(1)):NEXT A
202 POKE 704,88
204 RETURN

206 DLIST=PEEK(560)+256*PEEK(561)
208 SETCOLOR 2,7,0
210 RESTORE 218
212 POKE DLIST+22,130
214 FOR I=0 TO 19
216 READ A:POKE 1536+I,A:NEXT I
218 DATA 72,133,72,169,210,162,10
220 DATA 141,10,212,141,24,208
222 DATA 141,24,208,104,170,104,64
224 POKE 512,0:POKE 513,6

226 POKE 54286,192
228 RETURN
230 FOR A=200 TO 4 STEP -4:SOUND 0,A,1
0,10:SOUND 1,A-1,10,10:SOUND 2,A-2,10,
10:SOUND 3,A-3,10,10:NEXT A
232 FOR A=4 TO 200 STEP 4:SOUND 0,A,10
,10:SOUND 1,A-1,10,10:SOUND 2,A-2,10,1
0:SOUND 3,A-3,10,10:NEXT A
234 FOR A=0 TO 3:SOUND A,0,0,0:NEXT A
236 RETURN

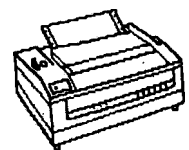
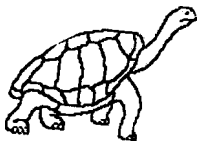
```



dumping logo

screen

graphics



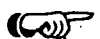
by John Latham, (Bundaberg Q)

I read with interest Arthur Banks article last issue and thought that there must be a way to dump LOGO screens from within the program itself. So I put my MAC65 cartridge in the computer and went to work. The result is a screen dump program which resides in memory with LOGO and can be called at any time to dump screens to a GEMINI 10x or EPSON printer.

The biggest problem with mixing machine language with LOGO is finding somewhere to put the ML program in memory. Since there is little documentation concerning memory usage, I had to find out myself using a LOGO routine.

All of the spaces I found were too small to hold the ML routine and printer buffer so I had to split it. The main program is hidden in the DOS drive and data BUFFERS. It starts at location 7200 (\$1C20) which is above normal usage unless you are using two drives. If you use drive 2 from LOGO then you may wipe out the ML printer routine. The printer BUFFER is located high in memory at location 32512 (\$7F00) or 1 page below RAMTOP. It is unprotected so large LOGO programs may be affected by this. As yet I have not had any difficulties. If you have problems, it is possible to protect this area. LOGO uses its own pointers to keep track of memory and not LOCATION 106.

The screen memory is in the middle of RAM and there are approximately 25 pages below this and 50 above it. Locations 14268 and 14271 are the LOMEM and HIMEM pointers of the lower bank of NODESPACE and 14269 and 14270 do the same job for the second bank above screen memory. By altering 14270, it is possible to protect the printer buffer which takes only 1 page. Till now, I haven't found this necessary. If you do, make sure it is done at the beginning when LOGO is booted. Simply use the .DEPOSIT command. Each of these pointers is only one-byte long - the high byte.



CONTROLLING PRINTOUT

When you have your program up and running, there are a couple of interesting details concerning the manipulation of the screen display and printer output from within LOGO.

The .SETSCR command can be used to make your shapes appear much more accurate. The setting in the US is .SETSCR .8 but PAL systems are set to .SETSCR 1. Actually, I found .9 produced the most accurate squares on my printer.

COLOR settings also make a difference to your printout. There are three different pens that the turtles use and each of these produces a different pattern on the printer. SETPN 2 will produce the darkest lines while 0 and 1 produce similar lighter lines. This can be effective in showing where the turtle has been on the screen as seen in the MAP printout.

LISTING 1 shows the ASSEMBLY language used for those who are interested in this. The OPEN, CLOSE and BPUT macros are straight from the MAC65 manual and are contained in MACRO1. These are called with the .INCLUDE statement at the beginning.

LISTING 2 is the BASIC program which makes your AUTORUN.SYS binary file on disk. Put a blank formatted disk containing DOS 2 into drive 1 and follow the prompts.

When you have made your AUTORUN.SYS disk, put it into drive 1, insert LOGO cartridge and switch on the computer. The printer dump program will boot in automatically. Now you can use the PRINTER routine below to print out graphics screens or you can simply use .CALL 7200 while in the SplitScreen mode. In case you are wondering, the data statements were not typed in by me. I used a program called BOFFO from ANALOG magazine which converts DATA or OBJECT files to BASIC DATA statements in either decimal or HEX. I preferred the decimal as the HEX decoder routine is slow.

This small program called PRINTER can be used to dump screens but is not essential.

```
TO PRINTER
>FS
>.CALL 7200
END
```

To print a graphics screen with this program simply type PRINTER and it should dump the screen in about a minute. Make sure the ML AUTORUN.SYS is in memory or it will crash.

LISTING 3 is the READMEM routine I used to romp through LOGO's memory. READMEM 7200 250 will show you if the ML routine is installed. This will read the memory locations from 7200(\$1C20) to 7449(\$1D13) If you find some better hiding places for ML routines, I would like to hear about them. The screen dump routine is 204 bytes long and the printer buffer is 200 bytes. In case the printer buffer control codes are wiped out during programming, the ML routine puts them back when it sets up the screen for printing.

OTHER PRINTERS

Those people with other printers can perform simple modifications to the program to enable this to work on their printers. The control codes in the ASSEMBLY LANGUAGE program can be changed in the places shown. The EPSONs and GEMINI use ESC(27)A(65)(8) to set the line spacings and ESC(27)K(75)(192)(0) to prepare the printer for bit image graphics and (13) for carriage return and line feed. In the DATA statements of the BASIC program, these are -

```
ESC(27) - 8th BYTE in Line 2000
A(65)   - 16th  "   "   "   "
K(75)   - 21th  "   "   "   "
(8)     - 1st   "   "   "   2010
(192)   - 6th   "   "   "   "
(0)     - 11th  "   "   "   "
(13)    - LAST BYTE          2080
```

If you need to change these, you should consult the control codes for your printer and if any of these instructions are not needed they can be replaced with an NOP instruction. If you have any problems setting up for your printer just write to me, sending a copy of the CONTROL codes.

Listing One

```
01 ;##### 0309 STA BUFF2 CR CHAR
02 ;# LOGO - DUMPING GRAPHICS # 0330 LDA $0230
03 ;# SOURCE CODE # 0340 STA $02
04 ;# by John Latham # 0350 LDA $0231
05 ;# Published by Atari Computer # 0360 STA $03
06 ;# Enthusiasts (N.S.W.) # 0370 LDY #4
07 ;# June 1986 # 0380 LDA ($02),Y
08 ;##### 0390 STA SETUP+1
0100 .SET 3,0 0400 PHA
0250 .OPT OBJ,NO LIST 0410 INY
/260 .INCLUDE #D:MACRO1 0420 LDA ($02),Y
0270 .OPT LIST,NO MLIST 0430 STA SETUP+2
0280 *= $1C20 0440 STA $03
0290 LDA #27 ESCAPE 0450 PLA
0295 STA BUFF CONTROL 0460 STA $02
0296 STA BUFF+3 CODE 0470 LDA #40
0298 LDA #'A LINE SPACE 0480 PRINT PHA
0299 STA BUFF+1 0490 LDY #5C0
0300 LDA #8 OF 8 0500 SETUP LDA $FFFF
0301 STA BUFF+2 0510 STA BUFF1-1,Y
0302 LDA #'K NORMAL 0512 DEY
0303 STA BUFF+4 DENSITY 0513 STA BUFF1-1,Y
0304 LDA #192 GRAPHICS 0520 LDA SETUP+1
0305 STA BUFF+5 DUMP 0530 CLC
0306 LDA #0 0540 ADC #520
0307 STA BUFF+6 0550 STA SETUP+1
0308 LDA #13 PRINTER 0560 BCC CONT
0570 INC SETUP+2
0580 CONT DEY
0600 BNE SETUP
0610 OPEN 5,8,0,"P:"
0620 BPUT 5,BUFF,$C8
0630 CLOSE 5
0640 INC $02
0650 BNE CONT1
0660 INCR INC $03
0670 CONT1 LDA $02
0680 STA SETUP+1
0690 LDA $03
0700 STA SETUP+2
0710 PLA
0720 SEC
0730 SBC #1
0740 BCS PRINT
0790 RTS
0795 *= $7F00
0800 BUFF .BYTE 27,55,0 ;PRINTER CTRL
0805 .BYTE 27,75,192,0 ;CODE5
0810 BUFF1 .BYTE 0
0820 BUFF2 = BUFF1+$C0
0825 *= BUFF2
0830 .BYTE 13
```



Listing Two

```

1 REM #####
2 REM # LOGO - DUMPING GRAPHICS #
3 REM # by John Latham #
4 REM # Published by Atari Computer #
5 REM # Enthusiasts (N.S.W.) #
6 REM # June 1986 #
7 REM #####
100 DIM A$(1)
110 ? "K":? :? "INSERT A FORMATTED DOS
2 DISK"
120 ? :? :? "PRESS RETURN WHEN READY";
:INPUT A$
130 OPEN #1,8,0,"D:AUTORUN.SYS":X=0:RE
STORE 2000
140 READ A:IF A=-1 THEN CLOSE #1:GOTO
200
150 X=X+1:PUT #1,A:GOTO 140
200 IF X=221 THEN END
210 ? :? :? "INCORRECT NUMBER OF DATA
STATEMENTS"
2000 DATA 255,255,32,28,229,28,169,27,
141,0,127,141,3,127,169,65,141,1,127,1
69,75,141,4,127,169
2010 DATA 8,141,2,127,169,192,141,5,12
7,169,0,141,6,127,169,13,141,199,127,1
73,48,2,133,2,173
2020 DATA 49,2,133,3,160,4,177,2,141,1
05,20,72,200,177,2,141,106,28,133,3,10
4,133,2,169,40
2030 DATA 72,160,192,173,255,255,153,6
,127,136,153,6,127,173,105,28,24,105,4
0,141,105,28,144,3,238
2040 DATA 106,28,136,208,229,162,80,16
9,3,157,66,3,169,8,157,74,3,169,0,157,
75,3,76,154,28
2050 DATA 80,58,0,169,151,157,68,3,169
,28,157,69,3,32,36,228,162,80,169,11,1
57,66,3,169,0
2060 DATA 157,68,3,169,127,157,69,3,16
9,200,157,72,3,169,0,157,73,3,32,86,22
8,162,80,169,12
2070 DATA 157,66,3,32,86,228,230,2,208
,2,230,3,165,2,141,105,28,165,3,141,10
6,28,104,56,233
2080 DATA 1,176,128,96,0,127,7,127,27,
65,8,27,75,192,0,0,199,127,199,127,13
2085 DATA -1
2090 REM *221 BYTES

```

Listing Three

```

TO READMEM :LOC :BYTES
REPEAT :BYTES [PRTMEM MAKE "LOC :LOC+1]
END

```

```

TO PRTMEM
TYPE :LOC TYPE CHAR 32
TYPE .EXAMINE :LOC TYPE CHAR 32
TYPE CHAR .EXAMINE :LOC PR []
END

```



EFFICIENT PROGRAMMING



by Robert (Larry) Lanigan-O'Keefe

Over the next few editions I will be hosting this section to throw a few ideas every which way for one aim, to inspire the reader into constructing better programmes, that use your computer correctly.

To get in and programme a computer we must grasp at least one

computer language. There are many languages available that allow us to talk to the computer. Obviously a language is something spoken by a nationality, with accent, expression, and emotion to carry some meaning or to assist in doing a task. The same applies to every computer, with the main similarities being:-

1. Nationality = Brand Name
2. Accent = Compatibility
3. Expression = Structure
4. Emotion = Graphics and sound
5. Tasks = Program Objectives

Just as is the difference between Japanese and English, so is the difference between Fortran and BASIC. The final outcome of telling someone to run in French, Russian or Spanish is identical. The case is reversed when there is a language barrier; English does not translate directly into Greek. However, if the rules of the particular language are observed, the translation is meaningful and so the task gets done. Certain key words around the world have different meanings, like the fox,,, in this country the fox is sly and cunning, while in other parts of the world the fox is as timid as a pussy cat and accepted that way. Obviously, the translation from one language to another must be efficient enough to convey the exact meaning, something not done in a word perfect one for one exact translation.

With a language in the computer like basic, we have an interface between the human mind and the computer's first level of translation. Unbeknowns to the novice, the computer must translate several times before it actually executes or runs a programme. At the lowest level is the machine language routine which actually shows the computer the sequence of events to create the pretty stuff. It is not your basic program, nor is it the machine language translation that does the work, rather it is the monitor programme that now converts the crude electronic signals into your u-beaut displays, games or tasks. This is called the operating system.

The operating system is the Key, the crux of the computer, a programme unto itself that runs without your knowledge which then allows the basic programme cartridge to run, and when basic is running, you can enter/ edit and run basic commands and programmes.

The sheer complexity is ultimate simplicity in itself.

The operating system is composed of fundamental building blocks be it mathematics or what-ever. The main concern is a fantastic routine called the program counter. Its function is to trace your program through step by step allocating which operation has been completed, the present operation and what is to be done. The problem is that it always confirms the present point of the program by counting up from line 0- command 0, to the present programme position for every operation. Obviously, the longer a program is the slower the program will respond if it must count up to high line numbers each time. Put yourself in that situation, count up to 5 six times as fast as you can by ones. Now do the same thing but count to 100 by ones. My question is simply, "what part of the program runs fastest ???"

Efficiency in programming is simply to determine an ideal structure for the program and determine how to run the same program in as little as possible memory, in the lowest position in memory.

This is not a tall order, rather it is simplicity. There are rules to follow and some concepts to grasp. Needless to say, there are exceptions to every rule, so the main concept is to be precise/ concise/ memory efficient/ and structured.

Some programmers have the idea that as the 512K 520ST has heaps of free memory then they can compile a program to run in 300K. There is a name for such memory gobblers but I can't think of it, rather a fundamental example of bad programming is "ST-BASIC". The 520ST is a fast machine, but the ST-BASIC is compiled "C" and massive. The consequence is a slow ST-BASIC that discredits the 68000 chip and the 520ST. The old 800 is faster with its 6502 when doing the same operation. A 10K ST-BASIC USER program runs 50% slower than the same program on the 800. I am not rubbishing ST-BASIC, for I do not have to do that... but there are more efficient languages available that out perform it.

All computers, from 4 bit to 64 bit have such programme counter systems, and so all computers follow the same simple rules in structuring a program to optimize efficiency. It does not matter whether a programme is written in BASIC, Machine language, COBOL or whatever, for the same tricks apply.

Many authors use the first lines in a programme to give themselves credit, by the use of "REM arks"...This is a sacrifice of the programmes fastest area...GET rid of rems. I HATE rems!!!

Then the second problem encountered is the "IF (Condition) THEN" statement. Avoid like the plague.

The Third is "GOTO"...There are better ways of going about this and is not necessary in better programmes.

The fourth is "INPUT",,,a poor choice of entry. This requires "TRAP" or "ON ERROR GOTO" commands..Forget the dreadful INPUT unless you can use it correctly.

Then the worst of all are persistant prints to the screen, to create a menu or something. There are other means of doing it that are more effective and faster.

Finally the use of variables and values. As few as possible is the order of the day.

There we are, I've just won heaps of enemies. All the old favourites thrown out the door, but there is still more don't and plenty of do's.

So where do we start?

In next month's Inside info I will show a structured programme in its entirety. This is a total re-write of perhaps the worst game published in "COMPUTE!". "WORST" is not the right word, its title will make any ATARI addict cringe with horror. It was poorly written

and despite the fact that it was claimed to be fast action, it was a horribly slow trivial bang-bang shoot-em-up star game in Atari 8 bit basic. It should never have been published. The game from November 1982 is "LASER GUNNER". I will feature both versions on the bulletin board so you can judge for yourself on the effectiveness of structured programming.

I will point out that I do not consider this in breach of any copyright. I have chosen something from a free-ware published listing. Many have spent hours typing it in and got nothing from it except a sense of anger and frustration. The only similarity to the original are parts of the final screen images and then I have added some extra tricks to make it just that much better.

The programme logic is all of two lines long.

```
0  GOSUB 10000
1  GOSUB ST:GOSUB TR:GOSUB MVA:GOSUB MVP:GOSUB MVM:GOSUB CO:GOTO
   ONE
```

10000=INITIALIZATION of PROGRAMME

```
st=stick
tr=trigger
mva=move alien
mvp=move player
mvm=move missiles
co=detect colisions
ONE=1
```

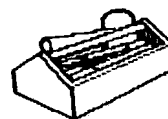
And thats the entire programme fully structured in its empirical form. Everything else is to make the programme run and look wonderful.

NEXT MONTH LASER GUNNER FASTER THAN BASIC!!!



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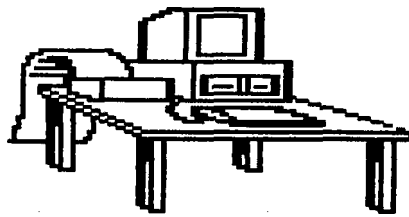
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TAXFILE

by Bruce Fairhall

WHAT IT'S FOR.

This program was developed to fill a need: my need to list out tax deductions, health society refunds etc. in a way that I could then generate lists suitable for inclusion with my Tax Return. The lists had to be able to be categorised, and in chronological order from 1st July to 30th June.

WHAT IT OFFERS

The program offers 5 options on load up:-

SCAN: which enables the user to 'flip' through the data, record by record.

ADD: to allow the user to add data. The data is added according to a fixed format, and uses the GET method, thus requiring <RETURN> only at the end of each entry.

SEARCH: to search on a given category. Either the full word, or a significant portion, can be entered (e.g. DOC would find DOCTORS' expenses). The search requests whether the data is to be SORTED into chronological order or not, and gives option of print out to screen or printer.

If the SORT option is selected, then the TAXSORT program is loaded and run, with on screen messages about what is going on. Once the data has been sorted and resaved, the main program is automatically reloaded and run.

AMEND: to amend any previous entry.

EXIT: CLOSES all channels, clears the screen, and allows a graceful departure.

THE SUB-PROGRAMS

Along with the main TAXFILE program, there are two other programs used in association with TAXFILE.

-a program TAXREMS, stored in LISTed format, which can be used to enter the REMS into TAXFILE if you wish to investigate it

-the TAXSORT program, a machine language Bubble Sort, which loads the data, sorts it, then resaves it in sorted form

FEATURES

- * A Display List to give segments for Title, Work Area and Instructions.

- * Fairly complete error trapping.

- * Use of the ESCape key from any screen to get back to the Main Menu.

- * The BREAK key is not disabled, as this can cause I/O problems, so if it is pressed accidentally, no data should be lost if the user just re-RUNS the program.

- * The main program is all in segments, with each one named as a variable on initialisation so the program is fast and easy to follow.

- * Frequently used subroutines are the low line numbers, to also increase speed.

- * For use each year, the user need only copy the TAXFILE.DAT file onto a file disk, delete it from the work disk, and you're ready for a new tax year. A change to the year shown on the title screen could be made also.

- * To Amend files, use is made of the NOTE and POINT commands- very handy for this purpose.

- * In most operations, the RETURN key is used as the default, and to 'step' through the program.

- * The screen view option, following a SEARCH, is great for checking a Category, or for those who don't have a printer.

- * Entering the date requires only the numerals, and illegal dates won't be accepted.

- * By saving the date in the format YYMMDD those 6 numerals can be used for the chronological sort. Then, for printout, the program just swaps it back to DDMMYY format.

* At the end of a Category search (screen or printer) the TOTAL is calculated and shown.

RESTRICTIONS

The main restriction is the amount of available disk space, as this will restrict how many records can be kept. The SORTing process will 'crunch' them greatly, because the Atari opens a new disk segment each time a file is re-opened. So, SORT regularly if you enter your data in small bursts.

Memory size will restrict the SORT, as this program loads the entire DATA file into memory for sorting. I haven't had any problems with my 800XL, but smaller machines may. The format for entering the data is set, but should prove sufficient. It is also set up to output to an 80 column printer. The control codes used (minimal) are for an EPSON compatible.

```

1 REM *****
2 REM #          TAXFILE          #
3 REM #          by Bruce Fairhall #
4 REM # Published by Atari Computer #
5 REM #          Enthusiasts (N.S.M.) #
6 REM #          December 1985      #
7 REM *****
120 CLR :GOSUB 8000:POKE 764,255:CLOSE
#1:CLOSE #2:CLOSE #3:OPEN #1,4,0,"K:"
:GOTO MENU
160 ? #6;"K":POKE 87,2: ? #6;TITLE$:PO
KE 87,0: ? :POSITION 0,16: ? #6;"INSTRUC
TIONS":POKE 87,0:RETURN
180 POSITION 21,17: ? "USE: RETURN to c
ontinue      ":POSITION 26,18: ? "E
scape to go to the MAIN MENU":RETURN
200 POSITION 21,17: ? "
      "ATARI at work: PLEASE WAIT
":RETURN
300 POSITION 3,3: ? "CATEGORY":POSITIO
N 7,5: ? "DATE":POSITION 0,7: ? "PAYMEN
T REF:"
310 POSITION 1,9: ? "PAID TO BY":POSITI
ON 8,11: ? "FORM":POSITION 5,13: ? "AMO
UNT $":RETURN
400 GET #1,R:L=LEN(R$)
410 IF R=155 THEN RETURN
420 IF R=60 OR R=125 THEN POP :GOTO IN
FO
430 IF R=27 THEN POP :CLOSE #2:TRAP 40
800:GOSUB CLEAR:GOTO MENU
440 IF R=46 THEN 510
450 IF LC=0 AND R>96 AND R<123 THEN 53
0
460 IF R=44 THEN 530
470 IF R=126 AND PEEK(85)=13 THEN GOTO
IN
480 IF R=126 THEN ? CHR$(30):CHR$(42):
CHR$(30):IF L>1 THEN R$=R$(1,L-1):GOT
O IN
490 IF LIM=21 AND (R<48 OR R>57) THEN
530
500 IF R=126 AND L=1 THEN R$="":GOTO I
N
510 IF PEEK(85)=LIM THEN 530
520 R$(L+1,L+1)=CHR$(R): ? CHR$(R):GOT
O IN
530 ? "Q":GOTO IN
600 R$="":FOR I=1 TO 2
610 GET #1,R:(I)=R:IF R=126 THEN POP
:GOTO DATE
620 IF R=60 OR R=125 THEN POP :GOTO IN
FO
630 IF R=27 THEN POP :CLOSE #2:GOSUB C
LEAR:GOTO MENU
640 IF R<48 OR R>57 THEN 610
650 ? CHR$(R):NEXT I:R$(1,1)=CHR$(R(1
)):R$(2,2)=CHR$(R(2)):RETURN
700 GOSUB USE:POSITION 36,17: ? "end in
puts except DATE":POSITION 26,19: ? "DE
LETE to make corrections"
710 POSITION 26,20: ? "CLEAR to start t
his page again":POSITION 20,21: ? "NOTE
: ***** shows field size limits":RE
TURN
800 GOSUB CLEAR:POSITION 2,7: ? "There
are NO RECORDS in this file!":GOTO
910 910
900 GOSUB CLEAR:POSITION 4,6: ? "That'
s all!":POSITION 4,9: ? "There are no f
urther entries"
910 POSITION 0,16: ? #6;"
:FOR M=1 TO 600:NEXT M:GOSUB CLEAR:GOT
O MENU
1000 POKE 700,50:POKE 709,0:POKE 710,1
54:POKE 711,114:POKE 712,246
1010 POKE 87,2:POSITION 0,0: ? #6;"$$$
$ TAX FILE $$$":POKE 87,1: ? #6;"
Main Menu":POKE 87,0
1020 POSITION 2,3: ? "SELECT FROM":PO
SITION 2,5: ? "1...SCAN through existi
ng records"
1030 POSITION 2,7: ? "2...ADD new reco
rds":POSITION 2,9: ? "3...SEARCH to pr
oduce a Category"
1040 POSITION 9,10: ? "list, to screen
or on paper":POSITION 2,12: ? "4...AME
ND an existing entry"
1050 POSITION 2,14: ? "5...Quit from
the program"
1060 POSITION 23,18: ? "Press the numbe
r of your selection"
1070 GET #1,R:IF R<49 OR R>53 THEN 107
0
1080 IF R=49 THEN TITLE$="$$$ SCAN REC
ORDS $$$":GOSUB CLEAR:GOTO SCAN
1090 IF R=50 THEN TITLE$="$$$ ADD REC
ORDS $$$":GOSUB CLEAR:GOTO ADD
1100 IF R=51 THEN TITLE$="Q CATEGORY
SEARCH $":GOSUB CLEAR:GOTO SEARCH
1110 IF R=52 THEN TITLE$="$$$ AMEND RE
CORD $$$":GOSUB CLEAR:GOTO AMEND
1120 IF R=53 THEN TITLE$="$$$ $$$$ EXIT
$$$$$":GOSUB CLEAR:GOTO EXIT
2000 GOSUB PAGE:POKE 700,90:POKE 710,2
00:POKE 711,118:POKE 712,146:GOSUB USE
2010 TRAP 2500:OPEN #2,4,0,"D1:TAXFILE
.DAT":RC=1:TALLY=0
2020 INPUT #2;REC$:GOSUB VIEW
2030 GET #1,R:IF R=155 THEN RC=RC+1:GO
TO 2020
2040 IF R=27 THEN CLOSE #2:TRAP 40000:
GOSUB CLEAR:GOTO MENU
2050 GOTO 2030
2500 IF PEEK(195)=170 THEN CLOSE #2:TR
AP 40000:GOTO EMPTY
2510 IF PEEK(195)=136 THEN CLOSE #2:TR
AP 40000:GOTO FINISH
2520 GOTO DERROR
3000 GOSUB PAGE:POKE 700,146:POKE 710,
216
3010 POSITION 13,3: ? "as per your TAX
FORM":POSITION 15,4: ? "-CAPITAL LETTE
R $ ONLY":POSITION 13,5: ? "enter as DAY
MONTH YEAR"
3020 POSITION 13,7: ? "as Bankcard, che
que or":POSITION 15,8: ? "invoice numbe
r, etc."
3030 POSITION 13,9: ? "name of payer or
payee"
3040 POSITION 13,11: ? "details of tran
saction":POSITION 13,13: ? "show as: Do
llars.Cents":GOSUB USE
3070 GET #1,R:IF R=27 THEN GOSUB CLEAR
:GOTO MENU
3080 IF R<>155 THEN 3070
3090 TRAP 4500:OPEN #2,9,0,"D1:TAXFILE
.DAT":GOTO INFO
3500 POSITION 13,5: ? "DD-MM-YY":POSITI
ON 13,5:GOSUB IND
3510 D=VAL(R$):IF D<1 OR D>31 THEN ? C
HR$(253):GOTO DATE
3520 REC$(17,18)=R$: ? "-":GOSUB IND
3530 M=VAL(R$):IF M<1 OR M>12 THEN ? C
HR$(253):GOTO DATE
3540 IF M=2 AND VAL(REC$(17,18))>29 TH
EN ? CHR$(253):GOTO DATE
3550 IF (M=4 OR M=6 OR M=9 OR M=11) AN
D VAL(REC$(17,18))>30 THEN ? CHR$(253)

```

```

:GOTO DATE
3560 REC$(15,16)=R$:?"-";:GOSUB IND
3570 Y=VAL(R$):REC$(13,14)=R$:RETURN
4000 GOSUB CLEAR
4010 GOSUB PAGE:GOSUB INST:REC$(1)=" "
:REC$(75)="":REC$(2)=REC$
4020 POSITION 13,3:?"*****":LI
M=25:R$="":LC=0:POSITION 13,3:TRAP 402
0:GOSUB IN
4030 REC$(1,L)=R$(1,L):POSITION 13,3:?"
REC$(1,12):GOSUB DATE
4040 POSITION 13,7:?"*****":LIM=
23:R$="":LC=1:POSITION 13,7:TRAP 4040:
GOSUB IN
4050 REC$(19,18+L)=R$(1,L):POSITION 13
,7:?"REC$(19,28)
4060 POSITION 13,9:?"*****":
:LIM=28:R$="":POSITION 13,9:TRAP 4060:
GOSUB IN
4070 REC$(29,28+L)=R$(1,L):POSITION 13
,9:?"REC$(29,43)
4080 POSITION 13,11:?"*****":
*****":LIM=38:R$="":POSITION 13,1
1:TRAP 4080:GOSUB IN
4090 REC$(44,43+L)=R$(1,L):POSITION 13
,11:?"REC$(44,68)
4100 POSITION 14,13:?"*****":LIM=21
:R$="":POSITION 14,13:TRAP 4100:GOSUB
IN
4110 IF R$(L,L)="" THEN R$(L+1,L+2)=""
00":GOTO 4160
4115 IF R$(1,1)="" THEN ? "Q";:GOTO 4
100
4120 IF R$(1,1)="" THEN ? "Q";:GOTO 4
100
4130 IF L=1 OR L=2 THEN 4160
4140 IF R$(L-2,L-2)="" THEN 4170
4150 IF R$(L-1,L-1)="" THEN R$(L+1,L+
1)=""0":GOTO 4170
4160 R$(L+1,L+3)=""00"
4170 CL=LEN(R$):REC$(76-CL,75)=R$:POSI
TION 14,13:?"REC$(76-CL,75);" "":T
RAP 40000
4180 POSITION 21,17:?"Use: RETURN to
ENTER the above data "
4190 POSITION 26,19:?" "
" :POSITION 20,21:?" "
"
4200 GET M1,R:IF R=155 THEN ? M2:REC$:
GOTO INFO
4210 IF R=27 THEN CLOSE M2:GOSUB CLEAR
:GOTO MENU
4220 IF R=60 OR R=125 THEN GOTO INFO
4230 GOTO 4200
4500 IF PEEK(195)=170 THEN CLOSE M2:OP
EN M2,0,0,"D1:TAXFILE.DAT":TRAP 40000:
GOTO INFO
4510 GOTO DERROR
5000 POKE 700,114:POKE 710,216:POKE 71
1,146:POKE 712,182:GOSUB CLEAR
5010 POSITION 5,3:?"The SEARCH option
provides":POSITION 5,4:?"screen or p
rinter output"
5020 POSITION 5,5:?"of a certain reco
rd Category":POSITION 5,6:?"using you
r TAXFILE DATA."
5030 POSITION 3,9:?"It will be shown
in CHRONOLOGICAL":POSITION 3,10:?"ORD
ER if the data has been sorted"
5040 GOSUB USE:POSITION 36,17:?"outpu
t data ";CHR$(34);?"A5 I5";CHR$(34)
5050 POSITION 23,20:?"OR Q to run the
SORT program":TRAP DERROR
5060 GET M1,R:IF R=27 THEN GOSUB CLEAR
:GOTO MENU
5070 IF R=83 OR R=155 THEN CLOSE M1:PO
KE 65,0:RUN "D1:TAXSORT"
5080 IF R<155 THEN 5060
5090 OPEN M2,4,0,"D1:TAXFILE.DAT":TRAP
40000
5100 GOSUB CLEAR:POSITION 21,16:?"En
ter the name of the Tax Category,"
5110 POSITION 22,17:?"(or its first f
ew letters), that":POSITION 22,18:?"y
ou wish to view. Use CAPITALS only."
5120 POSITION 22,19:?"Then press RETU
RN":POSITION 21,21:?"Use Q to
go to the Main Menu";
5130 POSITION 0,3:?"Enter CATEGORY: *
*****":LIM=28:R$="":LC=0:POSITIO
N 16,3:GOSUB IN
5140 FIND$=R$(1,L):TALLY=1:TOTAL=0:TOT
AL$="":RC=0
5150 GOSUB CLEAR:POSITION 5,6:?"Outp
ut to Screen or Printer?"
5160 GOSUB USE:POSITION 33,17:?"or Q
to output to Printer":POSITION 26,19:?"
Q to output data to SCREEN"
5170 GET M1,R:IF R=155 OR R=80 OR R=11
2 THEN 5210:REM CHECK P ALSO
5180 IF R=83 OR R=115 THEN PR=0:GOTO C
OPY
5190 IF R=27 THEN CLOSE M2:GOSUB CLEAR
:GOTO MENU
5200 GOTO 5170
5210 GOSUB CLEAR:POSITION 5,5:?"Do yo
u want a page heading":POSITION 7,7:?"
e.g. your name and file number?"
5220 GOSUB USE:POSITION 26,17:?"Q or
N to answer ( RETURN =NO )":HEAD$=""
5230 GET M1,R:IF R=78 OR R=110 OR R=15
5 THEN GOTO HCOPY
5240 IF R=27 THEN CLOSE M2:GOSUB CLEAR
:GOTO MENU
5250 IF R<89 AND R<121 THEN 5230
5260 POSITION 5,10:?"INPUT heading: M
AX.70 characters":POSITION 26,17:?"RE
TURN when finished the heading"
5270 I=1:POSITION 5,12:?"Q ";
5280 GET M1,R:IF R=155 THEN 5310
5290 IF R=27 THEN CLOSE M2:GOSUB CLEAR
:GOTO MENU
5300 ? CHR$(R);:HEAD$(I,I)=CHR$(R):I=I
+1:GOTO 5280
5310 LH=LEN(HEAD$):IF LH>70 THEN GOSUB
CLEAR:GOSUB USE:?"Q":GOTO 5260
5320 GOTO HCOPY
5500 POSITION 34,2:?"(RC)":POSITION 13,3:?"R
EC$(17,18);"";REC$(15,16);"";REC$(13
,14)
5510 POSITION 13,7:?"REC$(19,28):POSIT
ION 13,9:?"REC$(29,43):POSITION 13,11:
?"REC$(44,68):POSITION 13,13:?"$";REC
$(69,75)
5520 IF TALLY=1 THEN TOTAL=TOTAL+VAL(R
EC$(69,75))
5530 RETURN
6000 GOSUB CLEAR:GOSUB PAGE:GOSUB WAIT
:TRAP 6200
6010 INPUT M2:REC$:RC=RC+1:IF FIND$(1,
L)<REC$(1,L) THEN GOTO COPY+10
6020 IF TOTAL=0 THEN GOSUB VIEW:GOTO C
OPY+10
6030 GOSUB USE:POSITION 36,17:?"view
the next record.Q":GOSUB 6100:GOSUB VI
EW:GOSUB WAIT:GOTO COPY+10
6100 GET M1,R:IF R=155 THEN RETURN
6110 IF R=27 THEN CLOSE M2:POP :GOSUB
CLEAR:GOTO MENU
6120 GOTO 6100
6200 IF PEEK(195)=170 OR TOTAL=0 THEN
CLOSE M2:TRAP 40000:GOTO EMPTY
6210 IF PEEK(195)<136 THEN GOTO DERROR
R
6220 GOSUB USE:POSITION 36,17:?"total
the costs.Q":GOSUB 6100
6230 GOSUB CLEAR:POSITION 3,7:?"Categ
ory search for ";FIND$:TRAP 40000
6240 TOTAL$=STR$(TOTAL):L=LEN(TOTAL$):
IF ASC(TOTAL$(L-1,L-1))=46 THEN TOTAL$
(L+1,L+1)=""0"
6250 POSITION 6,10:?"Category TOTAL$
$":TOTAL$:GOSUB USE:POSITION 36,17:?"
search again, ORQ":GOSUB 6100
6260 CLOSE M2:GOTO SEARCH
7000 POKE 700,100:POKE 710,252:POKE 71
2,198:MOD$="" :MOD$(75)="" :MOD$(2)=MO
D$:TALLY=0
7010 TRAP DERROR:OPEN M2,12,0,"D1:TAXF
ILE.DAT":TRAP 40000
7020 GOSUB USE:POSITION 33,17:?"after
entering the number":POSITION 1,11:?"
Q to use and use SCAN option if unsure
"
7030 POSITION 5,5:?"Amend which recor
d number? ";R$="":I=1
7040 GET M1,R:IF R=155 THEN 7000
7050 IF R=27 THEN CLOSE M2:GOSUB CLEAR
:GOTO MENU
7060 IF R<48 OR R>57 THEN 7040
7070 R$(I,I)=CHR$(R):I=I+1:?"CHR$(R);:
GOTO 7040
7080 IF LEN(R$)<1 THEN 7040
7090 RC=VAL(R$):GOSUB WAIT:TRAP 7490:F
OR I=1 TO RC:NOTE M2,SEC,BYT:INPUT M2:
REC$:NEXT I:TRAP 40000
7100 GOSUB CLEAR:GOSUB PAGE:GOSUB VIEW
7110 CAT$="CATEGORY":GOSUB 7400:IF R=1
55 THEN MOD$(1,12)=REC$(1,12):GOTO 714
0
7120 POSITION 13,3:?"*****":LI
M=25:R$="":LC=0:POSITION 13,3:TRAP 712
0:GOSUB IN
7130 MOD$(1,L)=R$(1,L):POSITION 13,3:?"
MOD$(1,12)
7140 CAT$="DATE":GOSUB 7400:IF R=155 T
HEN MOD$(13,18)=REC$(13,18):GOTO 7160
7150 GOSUB DATE:MOD$(13,18)=REC$(13,18
)
7160 CAT$="PAYMENT REF":GOSUB 7400:IF
R=155 THEN MOD$(19,28)=REC$(19,28):GOT
O 7190
7170 POSITION 13,7:?"*****":LIM=
23:R$="":LC=1:POSITION 13,7:TRAP 7170:
GOSUB IN
7180 MOD$(19,18+L)=R$(1,L):POSITION 13
,7:?"MOD$(19,28)
7190 CAT$="PAID TO/BY":GOSUB 7400:IF R
=155 THEN MOD$(29,43)=REC$(29,43):GOTO
7220
7200 POSITION 13,9:?"*****":
:LIM=28:R$="":POSITION 13,9:TRAP 7200:

```

```

GOSUB IM
7210 MOD$(29,28+L)=R$(1,L):POSITION 13
,9: MOD$(29,43)
7220 CAT$="SORP":GOSUB 7400:IF R=155 TH
EN MOD$(44,68)=REC$(44,68):GOTO 7250
7230 POSITION 13,11: "*****"
*****":LIM=38:R$="":POSITION 13,1
1:TRAP 7230:GOSUB IM
7240 MOD$(44,43+L)=R$(1,L):POSITION 13
,11: MOD$(44,68)
7250 CAT$="AMOUNT":GOSUB 7400:IF R=155
THEN MOD$(69,75)=REC$(69,75):GOTO 734
0
7260 POSITION 14,13: "*****":LIM=21
:R$="":POSITION 14,13:TRAP 7260:GOSUB
IM
7270 IF R$(L,L)="" THEN R$(L+1,L+2)=""
00:GOTO 7330
7280 IF R$(1,1)="" THEN ? "Q":GOTO 7
260
7290 IF L=1 OR L=2 THEN 7320
7300 IF R$(L-2,L-2)="" THEN 7330
7310 IF R$(L-1,L-1)="" THEN R$(L+1,L+
1)=""0":GOTO 7330
7320 R$(L+1,L+3)=""00"
7330 CL=LEN(R$):MOD$(76-CL,75)=R$:POSI
TION 14,13: MOD$(76-CL,75):" "":T
RAP 40000
7340 TRAP DERROR:POINT #2,SEC,BYT: ? #2
:MOD$:CLOSE #2:TRAP 40000:GOSUB CLEAR:
GOTO AMEND
7400 POSITION 21,17: ? "PRESS: SPACE to
amend":CAT$: " ":POSITION 25,
19: ? "OR RETURN to keep existing data"
7410 GET #1,R:IF R<155 AND R<32 THEN
7410
7420 RETURN
7490 IF PEEK(195)=136 THEN POSITION 9,
11: ? "Only ";I;" records saved!":FOR
M=1 TO 600:NEXT M:CLOSE #2:TRAP 40000:

```

```

1 REM *****
2 REM # TAXSORT #
3 REM # by Bruce Fairhall #
4 REM # Published by Atari Computer #
5 REM # Enthusiasts (N.S.W) #
6 REM # December 1985 #
7 REM *****
51 REM * Line 35 sets up routine to
sort on positions 12 to 17, in
ascending order, record length = 75
55 CLR :DIM REC$(75),F$(15),X$(FRE(0)-
600):POKE 203,12:POKE 204,17:POKE 205,
75:POKE 206,0:F$="D1:TAXFILE.DAT"
60 GRAPHICS 0:DL=PEEK(560)+256*PEEK(56
1)+4:POKE DL-1,71:POKE DL+2,6:POKE DL+
18,6:POKE DL+25,65
65 POKE DL+26,PEEK(560):POKE DL+27,PEE
K(561):POKE 82,0:POKE 752,1:POSITION 0
,16: ? #6:"INSTRUCTIONS"
70 POKE 764,255:CLOSE #1:OPEN #1,4,0,"
K":POKE 708,50:POKE 709,0:POKE 710,15
4:POKE 711,114:POKE 712,246
75 POKE 87,2:POSITION 0,0: ? #6:"$$$
TAX FILE $$$":POKE 87,1: ? #6:"
Good SORT":POKE 87,0
80 POSITION 21,18: ? " PLEASE
E-WAIT"
89 REM * MACHINE LANGUAGE SORT UTILITY
by R. & L. Marcuse: COMPUTE! March 1982
90 GOSUB 800

```

```

GOSUB CLEAR:GOTO MENU
7500 CLOSE #2:TRAP 40000:IF PEEK(195)=
170 THEN GOTO EMPTY
7510 TITLE$="SYSTEM ERROR $":GOS
UB CLEAR:POSITION 12,10: ? "Error numb
er ":PEEK(195)
7520 POSITION 22,17: ? "Press: RETURN w
hen error corrected,":POSITION 26,19: ?
"OR Escape to end"
7530 GET #1,R:IF R=155 THEN GOSUB CLEA
R:GOTO MENU
7540 IF R=27 THEN GRAPHICS 0:END
7550 GOTO 7530
8000 DIM R(2),R$(25),REC$(75),TITLE$(2
0),FIND$(12),TOTAL$(8),HEAD$(75),CAT$(
12),MOD$(75)
8010 RESTORE :READ CLEAR,USE,WAIT,PAGE
,IN,END,INST,EMPTY,FINISH,MENU,SCAN,AD
D
8020 READ DATE,INFO,SEARCH,VIEW,COPY,A
MEND,DERROR,HCOPY,EXIT
8030 DATA 160,180,200,300,400,600,700,
800,900,1000,2000,3000,3500,4000,5000,
5500,6000,7000,7500,9000,10000
8040 GRAPHICS 0:DL=PEEK(560)+256*PEEK(
561)+4:POKE DL-1,71:POKE DL+2,6:POKE D
L+18,6:POKE DL+25,65
8050 POKE DL+26,PEEK(560):POKE DL+27,P
EEK(561):POKE 82,0:POKE 752,1:POSITION
0,16: ? #6:"INSTRUCTIONS":RETURN
9000 TRAP 9700:GOSUB CLEAR:POSITION 11
,5: ? "PLEASE STAND BY":POSITION 3,9:
? "Data being searched for printing"
9010 OPEN #3,8,0,"P":TRAP 9500: ? #3:"
E";
9020 INPUT #2:REC$:IF FIND$(1,L)<REC$(
1,L) THEN 9020
9030 IF TOTAL<0 THEN 9070
9040 IF LH<0 THEN FOR I=1 TO (76-LH): ?
#3:" ":NEXT I: ? #3:HEAD$: ? #3: ? #3

```

```

9050 ? #3:"":REC$(1,12): ? #3
9060 ? #3:"E- DATE REFERENCE
PAYEE/PAYER REASON FOR PAYMENT
AMOUNTE-"
9070 ? #3:" ":REC$(17,18):"":REC$(1
5,16):"":REC$(13,14):" ":REC$(19,20)
:" ":REC$(29,43):" "
9080 ? #3:REC$(44,68):" ":REC$(69,75)
:TOTAL=TOTAL+VAL(REC$(69,75)):GOTO 902
0
9500 TRAP 40000:IF PEEK(195)=170 THEN
CLOSE #2:CLOSE #3:GOSUB CLEAR:GOTO EMP
TY
9510 IF PEEK(195)<136 THEN CLOSE #3:G
OTO DERROR
9520 TOTAL$="":TOTAL$=STR$(TOTAL):L=LE
N(TOTAL$):IF TOTAL$(L-1,L-1)="" THEN
TOTAL$(L+1,L+1)=""0"
9530 ? #3: ? #3:"E TOTAL= $":TOTAL$:
? #3:"EF"
9540 CLOSE #2:CLOSE #3:POSITION 3,9: ?
"Category printout now complete ":F
OR M=1 TO 500:NEXT M:GOSUB CLEAR:GOTO
SEARCH
9700 CLOSE #3:POSITION 11,5: ? "
":POSITION 3,9: ? "SPRINTERE
ROR! PLEASE CHECK Q"
9710 GOSUB USE:POSITION 36,17: ? " when
error corrected"
9720 GET #1,R:IF R=27 THEN CLOSE #2:TR
AP 40000:GOSUB CLEAR:GOTO MENU
9730 IF R=155 THEN GOTO HCOPY
9740 GOTO 9720
10000 GOSUB CLEAR:POKE 708,106:POKE 71
0,50:POKE 711,250:POKE 712,40:POSITION
0,16: ? #6:" "
10010 POSITION 3,5: ? "May all your ref
unds be BIG ONES!":POSITION 0,10:POKE
752,0:END

```

```

T=600:POKE 65,0:RUN "D1:TAXFILE"
640 IF R<155 THEN 630
650 POSITION 3,10: ? "
":POSITION 26,17: ? "
"
660 POSITION 29,19: ? "
":GOTO RET
799 REM * SORT LOADER
800 FOR I=0 TO 125:READ A:POKE 1664+I,
A:NEXT I:RETURN
810 DATA 104,104,133,217,104,133,216,1
04,133,209,104,133,208,169,0
820 DATA 133,218,133,207,162,1,165,216
,133,214,165,217,133,215,24
830 DATA 165,214,133,212,101,205,133,2
14,165,215,133,213,105,0,133
840 DATA 215,164,203,165,206,240,10,17
7,214,209,212,144,44,240,12
850 DATA 176,19,177,214,209,212,144,13
,240,2,176,30,200,196,204
860 DATA 240,227,176,23,144,223,169,1,
133,218,164,205,136,177,214
870 DATA 72,177,212,145,214,104,145,21
2,192,0,208,241,232,224,0
880 DATA 208,2,230,207,228,208,208,172
,165,209,197,207,208,166,165
890 DATA 210,201,0,208,144,96
900 END

```

1 REM =====	107 REM N.B. BREAK KEY is NOT disabled	1999 REM * SCAN *
2 REM # TAXREMS.LST #	108 REM Printer operation not set for	2499 REM READ ERROR
3 REM # By Bruce Fairhall #	use of single sheets, so check	2999 REM * ADD *
4 REM # Published by Atari Computer #	all outputs near end of each sheet	3499 REM * DATE *
5 REM # Enthusiasts (N.S.M.) #	109 REM Frequently used routines are	3999 REM * INFO *
6 REM # December 1985 #	defined at 8000 as variables, and	4499 REM OPEN NEW DATA FILE
7 REM =====	then all labelled in REMs with *	4999 REM * SEARCH *
103 REM ENTER TAXREMS.LST if needed.	110 REM *****	5499 REM * VIEW *
Adds to memory needed. The program	159 REM * CLEAR *	5999 REM * COPY *
operates with or without the REMs.	179 REM * USE *	6199 REM END OF FILE or DISK ERROR
104 REM Use a single disk for TAXFILE,	199 REM * WAIT *	6999 REM * AMEND *
TAXSORT and TAXFILE DATA with a	299 REM * PAGE *	7499 REM * DERROR *
separate disk for each year	399 REM * IN *	7999 REM INITIALISE
105 REM Use DOS to copy all files	599 REM * IND *	8999 REM * HCOPI *
except TAXFILE.DAT onto the disk	699 REM * INST *	9499 REM END OF FILE or DISK ERROR
you are going to use for next year	799 REM * EMPTY *	9699 REM PRINTER ERROR
106 REM A backup copy of the DATA file	899 REM * FINISH *	9999 REM * EXIT *
is suggested, but on separate disk	999 REM * MENU *	



SOFTWARE REVIEW - CHIMERA



by Ian Murray

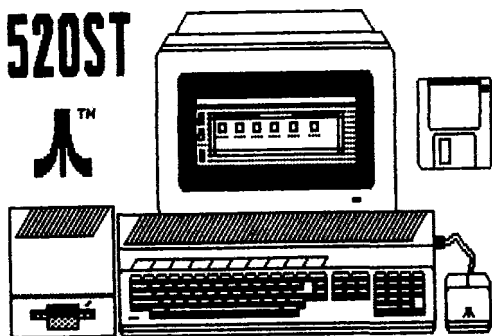
Chimera (Firebird Software) is one of several games which I purchased on a recent trip to the UK. Your mission as controller of Chimera, is to explore a hostile alien craft which threatens the peaceful existence of Earth, and to dis-arm this threat. You enter the craft with nothing but food, water and your wits.

The screen displays a diagonal 3-D representation of the compartment in which you are situated. You will encounter many things on your wanderings, and sometimes find that random action may bring instant death. The graphics display is very good, with Chimera becoming partly obscured behind walls and other objects.

Below the room display, is a scrolling message window, which gives up to date responses to your actions. A status display is located at the very bottom of the screen. This display includes water & food levels, your score, elapsed time and a display for objects which you pick up.

This multi-room graphics adventure provides very good value for money (about \$9.00 Tape). The documentation for the game is very meagre, which is understandable for this type of game. I do however have one criticism of the instructions though, and that is that you are told some of the things expected of you inside the mystery ship, but not told the abilities of Chimera.

All in all, I am looking forward to many more hours of trying to disarm the threat. By the way your prime mission objective is to destroy the ship, and the secondary objective is to get out alive.

520ST

FORUM OF AUSTRALIAN ST'S

Co-ordinator
Philip Hayne

Hi ST'ers here we are again for another round of news and gossip! For starters MOBEX has announced the prices for the ST range:

520ST Mono	\$1695
520ST Color	\$2195
1040ST Mono	\$2195
1040ST Color	\$2495
SF354 SS/Drive	\$ 469
SF314 DS/Drive	\$ 599

The ST's come with TOS in ROM and a R.F modulator. Bundled software is BASIC, LOGO, NEOCHROME and 1ST WORD.

MOBEX has also started a very nice advertising campaign in several Australian computer magazines, including Australian Personal Computer, Australian Computing. Both of these magazines had very complementary reviews on the ST, which is good to see. I am told MOBEX presented a very impressive display at the recent PC show in Melbourne.

On the hardware side there are several new and exciting things the first being ATARI's IBM emulator box which I believe will run 95% of all IBM PC software. The emulator consists of a 8080chip, 512K Ram, 5.25" drive etc. Target price \$200.00US (W/O drive?). CP/M emulators are also popping up, the best one I hear comes from England, more on these later. The most amazing though must be the MAC-Emulator from DATA PACIFIC INC, invented by David Small a long time ATARI writer for many ATARI publications, he has turned his talents to the ST and has wow'ed the Computer shows in the U.S. recently by running MAC-PAINT, MAC-WRITE, and many other popular MAC programs. The device which plugs into the cartridge slot uses the 60K MAC ROM, which is a off-the-shelf item from APPLE. It only has to be seen now if APPLE will grant the license to manufacture the chip.

HIPPO that busy software company have release two new bits of tricky hardware a Sound-Digitizer and a Video-Digitizer, both with fantastic features and at a low \$140US each!

The software has really snowballed, and there is now a very good range of stuff available at excelent prices. One program that will be released next month is the FLIGHT-SIMULATOR II by SubLogic. This program has been written on many computers from a Tandy Model 1 to the latest version on a MAC, it's the most popular game on a IBM PC, and the ST version looks to be the greatest version yet. Check these features, choice of Cessna or Lear Jet, All modify functions on drop-down menus, Duo-windows:look out two directions at once!, view from a spotter plane flying alongside, & view from the Control Tower when at an airport. Also the speed is incresed and larger map areas. Wow'we!

Adventure fans are well catered for with a program called 'THE PAWN', for a full description + piccies see Computer & Video Games

April 1986. Briefly imagine a full 80 column text adventure of the scope of the 'PLUS' series INFOCOM's, then add on to that a roller blind at the top of the screen. Controlling the blind with the mouse rolls down a Ultra-Detailed 16 color picture depicting the location you are in!. When you are ready roll the picture away restoring the fully verbose text description. The Parser is by the way the true sucessor to INFOCOM's Parser.

MICROPROSE has released the ST version of 'SILENT SERVICE', 8-bitters will know that MICROPROSE is a master at producing excelent simulation software, and SILENT SERVICE is a truly great game.

I noted Computer-1 has the ST version of Omnitrends UNIVERSE, called UNIVERSE II, it come on three disks! And extensive doco. The 8-bit version was on four disks and suffered from many disk swaps required. The ST version fixes this. The game can best be described as a space version of ULTIMA III/IV a multi-month playing time game, well worth the investment.

Before I go this issue, just a note to tell you that the JULY 1986 meeting will be a ST meeting night, so be sure to come along and see lots of the latest software and info, so BE THERE.

Bye



PAYMASTER



by Andrew & Richard Powell

(Programme requires Basic language, Disc Drive, Computer Memory 48k and Printer - preferably Epsom Compatible Dot Matrix with Tractor Feed but 1027 Atari LQ will work)

PAYMASTER is a specialised wage calculation programme in Basic. It was born out of the need for a very "user friendly" wage programme to handle the complicated shift and penalty rates along with varying shifts and hours applicable to staff in an Aged Hostel and Retirement Village. It has greatly simplified our office work in this area. Multiple Menu Screens and On Screen Prompts make using the programme a breeze!

WHAT WILL THE PROGRAMME DO?

1. You simply type in the various hours worked for the week and in a flash it will calculate the gross wages, deduct Income Tax and give the Net Wage Payable.
2. Provide a detailed Wage Payment Sheet to give each employee with their cheque..
3. Give a Payment Summary with provision for signature from each employee, and list cheque numbers, Net wage, Tax deducted and Gross Wage for each worker, along with totals for each column.

4. Produce a Printout of Employee Details.

When used for the first time you have to enter the Basic Data for each employee - Name of Employer, Employee's name, Classification, whether Full or Part Time, and the hourly rates of pay.

TYPING IN THE PROGRAM

Type in LISTING 1 and save as D:PAYMAST.BAS, type in LISTING 2 and save as D:WAGE.BAS. Two more files need to be on the disk type this line in from the keyboard and press return.

```
OPEN #2,B,O,"D:EMPLOYEE":CLOSE#2:OPEN #2,B,O,"D:SALARY":CLOSE#2
```

Make sure both programs are on the same disk and RUN"D:PAYMAST.BAS" the title screen will appear and the main program will then load. When loaded the MAIN MENU appears as below:

1. Update Employees
2. Calculate Wages
3. Print Wage Slips

Selections are a single keystroke and lead to a sub-menu.

UPDATE EMPLOYEES (sub menu)

1. View employee list
2. Amend curent employee
3. Add New Employee
4. Delete old Employee.

If #4 is selected you then have the following screen prompts-

M for Menu
D for Delete

(if D selected) Please enter the name of the employee you wish to delete or * for all employees.

You are further questioned All Y/N?

Then the prompt P to Proceed.

CALCULATE WAGES (sub menu)

1. All Employees - if selected this will bring up automatically the first employee's name . After entering hours Press S to Save the Wage Sheet and then START to bring up the next employee's name.

Once the date is entered this will, unless changed, remain constant on all the other wage sheets for this calculation session. So at the start of the next person's wage sheet you simply press RETURN to leave the date unchanged and move the cursor on. Similarly after entering the cheque number on the first employee it will automatically increment by 1 for each subsequent employee. But if a particular employee did not work during that pay period and so has zero hours then the cheque number is not incremented until after the following employee.

N.B. If no hours are worked for a particular category you must type 0.

2. One Employee

3. Return to Menu

PRINT RECORDS (sub menu)

1. Wage Slips
2. Wage Summary
3. Employee Details
4. Return to Menu

WAGE SLIPS (further sub menu)

1. All Employees
2. One Employee

PRINTING ROUTINE (when above selection made)

On Screen Prompt Appears "Turn on Printer and Align Paper"

<START> to commence printing.

The Programme lends itself to adaption, variation, modification and enhancement. Possible upgrades we have considered and you may even like to try and add are:

- * Reformatting Printout for Wages slips to use "Rediform"(c) Payslips and Pay Envelope Sets.
- * Alphabetic Sorting Routine for Employees Names.
- * Automatic Calculation of Income Tax
- * Calculation of Annual Holiday 17.5% Loading.
- * Provision for Union, Health Fund and other deductions.

Listing One

```
1 REM #####
2 REM # PAY MASTER TITLE & LOADER #
3 REM # by A. & R. Powell #
4 REM # Published by Atari Computer #
5 REM # Enthusiasts (N.S.W.) #
6 REM # June 1986 #
7 REM #####
10 GRAPHICS 2:POKE 710,0:POKE 700,52:P
OKE 730,2:POKE 729,10:POKE 752,1
20 POSITION 8,3: ? #6;"P A Y"
30 POSITION 5,5: ? #6;" " " " " " "
40 ? " WRITTEN AND DEVELOPED EXCLUSIVE
LY": ? " BY A. AND R. POWELL": ?
: ? " (C) 1986";
50 POSITION 1,0: ? #6;"$$$$$$$$$$$$$$$$
$$"
70 POSITION 1,8: ? #6;"$$$$$$$$$$$$$$$$
$$"
80 FOR X=1 TO 7:POSITION 1,X: ? #6;"$":
POSITION 10,X: ? #6;"$:NEXT X
1000 RUN "D:WAGE.BAS"
```

Listing Two

```
1 REM ##### ":R$=CHR$(155):SP$=" ":DTE$=" 170 POSITION 2,20: ? " | PLEASE ENTER
2 REM # PAY MASTER # DD/MM/YY":CHQ$="000000" YOUR SELECTION |"
3 REM # by A. & R. Powell # 100 REM MENU 180 POSITION 2,21: ? " |
4 REM # Published by Atari Computer # 110 GRAPHICS 0:POKE 710,116:POKE 752,1 ";
5 REM # Enthusiasts (N.S.W.) # 120 POSITION 16,2: ? "MENU" 190 GOSUB 1000:IF KEY<49 OR KEY>51 THE
6 REM # June 1986 # 130 POSITION 6,6: ? "1. UPDATE EMPLOYE N 190
7 REM ##### E$" 200 GOSUB 1010:ON KEY-48 GOSUB 6000,20
10 POKE 729,10:POKE 730,5 140 POSITION 6,9: ? "2. CALCULATE WAGE 00,4000:GOTO 100
20 DIM CL$(37),A$(25),B$(20),C$(20),D$ 5" 999 REM COMMON SUBROUTINES
(10),M$(5),NAME$(20),R$(1),SP$(6),DTE$ 150 POSITION 6,12: ? "3. PRINT WAGE SL 1000 OPEN #1,4,0,"K":GET #1,KEY:CLOSE
(8),HR$(5),TAX$(6),CHQ$(6) IPS" #1:POKE 16,64:POKE 53774,64:RETURN
30 DIM GR$(6),NET$(6) 160 POSITION 2,19: ? " |
40 CL$=" _____"
```

```

1011 POSITION 2,9: CL$
1012 POSITION 2,12: CL$
1014 POSITION 2,15: CL$:RETURN
1049 REM SET PRINTER
1050 GRAPHICS 0:POKE 710,20
1060 POSITION 12,2: "-----"
1070 POSITION 12,3: " | PRINT ROUTINE |"
1080 POSITION 12,4: "-----"
1090 CLOSE #2:POSITION 4,10: "Turn on
  printer and align paper";CHR$(253)
1100 POSITION 4,22: " <START> TO COMM
  ENCE PRINTING ";
1110 IF PEEK(53279)<>6 THEN 1110
1120 TRAP 1090:OPEN #2,4,0,"P":? #2
1130 RETURN
1200 I=1:TRAP 1205:B$="
  "
1205 D$=STR$(A):B=LEN(D$):IF A=INT(A)
  THEN D$(B+1,B+3)=".00":B=LEN(D$)
1210 IF D$(B-1,B-1)=". " THEN D$(B+1,B+
  1)=""
1215 B$(I+8-LEN(D$),I+7)=D$
1220 RETURN
1300 I=1:TRAP 1205:B$="
  "
1305 D$=STR$(A):B=LEN(D$):IF A=INT(A)
  THEN D$(B+1,B+3)=".00":B=LEN(D$)
1310 IF D$(B-1,B-1)=". " THEN D$(B+1,B+
  1)=""
1315 B$(I+6-LEN(D$),I+5)=D$
1320 RETURN
1400 I=1:B$="
  "
1405 D$=STR$(A):B=LEN(D$):IF A=INT(A)
  THEN D$(B+1,B+4)=".000":B=LEN(D$)
1410 IF D$(B-1,B-1)=". " THEN D$(B+1,B+
  2)=""
1415 IF D$(B-2,B-2)=". " THEN D$(B+1,B+
  1)=""
1420 B$(I+7-LEN(D$),I+6)=D$
1425 RETURN
1999 REM CALCULATE WAGES
2000 A=0:POSITION 12,2: " CALCULATE W
  AGES "
2020 POSITION 6,6: "1. ALL EMPLOYEES
  "
2030 POSITION 6,9: "2. ONE EMPLOYEE"
2040 POSITION 6,12: "3. RETURN TO ME
  NU"
2050 GOSUB 1000:IF KEY<49 OR KEY>51 TH
  EN 2040
2060 POKE 752,0:ON KEY-48 GOSUB 2100,3
  000,2080:RETURN
2080 RETURN
2100 GRAPHICS 0:POKE 710,0
2110 POSITION 12,0: " CALCULATE WAGES
  "
2120 POSITION 2,2: "EMPLOYEE":? :? "
  DATE: ";DTE$:POSITION 19,4: "CHEQUE N
  ":CHR$
2125 ? :? "-----"
2130 ? :? "NORMAL RATE :";SP$;" @ ";5
  P$;"="
2132 ? "SATURDAY :";SP$;" @ ";SP$;
  "
2134 ? "SUNDAY :";SP$;" @ ";SP$;
  "
2136 ? "OVERTIME :";SP$;" @ ";SP$;
  "
2138 ? "PUBLIC HOLS. :";SP$;" @ ";SP$;
  "
2140 ? "SICK LEAVE :";SP$;" @ ";SP$;
  "
2142 ? "SHIFT PENALTY:";SP$;" @ ";SP$;
  "
2144 ? "BROKEN SHIFT :";SP$;" @ ";SP$;
  "
2146 POSITION 32,16: "-----"
2148 POSITION 20,17: "GROSS WAGE:$"
2150 POSITION 22,18: "LESS TAX:$"
2152 POSITION 32,19: "-----"
2154 POSITION 22,20: "NET WAGE:$"
2156 POSITION 32,21: "-----"
2160 POSITION 2,22: " PLEASE WAIT";
2162 IF A=1 THEN RETURN
2165 OPEN #2,4,0,"D:EMPLOYEE":OPEN #3,
  0,0,"D:SALARY"
2170 TRAP 2410:INPUT #2,A$,B$,C$,D$,M1
  ,M2,M3,M4,M5,M6,M7
2180 POSITION 12,2: B$;SP$:POSITION 2
  ,22: " ENTER DATE ";SP$;
2190 POSITION 7,4:INPUT DTE$:POSITION
  7,4: " ";DTE$:POSITION 28,4:INPUT CHQ
  $:POSITION 28,4: " "
2200 POSITION 2,22: " ENTER HOURS ";5
  P$
2210 TRAP 2210:POSITION 16,8:INPUT HR$
  :HR1=VAL(HR$):POSITION 16,8: " "
2212 T1=INT(100*HR1*M1)/100:POSITION 2
  5,8: ? M1:POSITION 33,8: ? SP$:POSITION
  33,8: ? T1
2220 TRAP 2220:POSITION 16,9:INPUT HR$
  :HR2=VAL(HR$):POSITION 16,9: " "
2222 T2=INT(100*HR2*M2)/100:POSITION 2
  5,9: ? M2:POSITION 33,9: ? SP$:POSITION
  33,9: ? T2
2230 TRAP 2230:POSITION 16,10:INPUT HR
  $:HR3=VAL(HR$):POSITION 16,10: " "
2232 T3=INT(100*HR3*M3)/100:POSITION 2
  5,10: ? M3:POSITION 33,10: ? SP$:POSITIO
  N 33,10: ? T3
2240 TRAP 2240:POSITION 16,11:INPUT HR
  $:HR4=VAL(HR$):POSITION 16,11: " "
2242 T4=INT(100*HR4*M4)/100:POSITION 2
  5,11: ? M4:POSITION 33,11: ? SP$:POSITIO
  N 33,11: ? T4
2250 TRAP 2250:POSITION 16,12:INPUT HR
  $:HR5=VAL(HR$):POSITION 16,12: " "
2252 T5=INT(100*HR5*M5)/100:POSITION 2
  5,12: ? M5:POSITION 33,12: ? SP$:POSITIO
  N 33,12: ? T5
2260 TRAP 2260:POSITION 16,13:INPUT HR
  $:HR5L=VAL(HR$):POSITION 16,13: " "
2262 T5L=INT(100*HR5L*M1)/100:POSITION
  25,13: ? M1:POSITION 33,13: ? SP$:POSIT
  ION 33,13: ? T5L
2270 TRAP 2270:POSITION 16,14:INPUT HR
  $:HR6=VAL(HR$):POSITION 16,14: " "
2272 T6=INT(100*HR6*M6)/100:POSITION 2
  5,14: ? M6:POSITION 33,14: ? SP$:POSITIO
  N 33,14: ? T6
2280 TRAP 2280:POSITION 16,15:INPUT HR
  $:HR7=VAL(HR$):POSITION 16,15: " "
2282 T7=INT(100*HR7*M7)/100:POSITION 2
  5,15: ? M7:POSITION 33,15: ? SP$:POSITIO
  N 33,15: ? T7
2290 GROSS=T1+T2+T3+T4+T5+T5L+T6+T7:PO
  SITION 33,17: ? SP$:POSITION 33,17: ? GR
  OSS
2300 TRAP 2300:POSITION 32,18:INPUT TA
  X$:TAX=VAL(TAX$):POSITION 32,18: " "
2310 NET=GROSS-TAX:POSITION 33,20: ? SP
  $:POSITION 33,20: ? NET
2320 POSITION 2,22: " < $ > TO SAVE";
  :GOSUB 1000:IF KEY=83 OR KEY=115 THEN
  2330
2325 GOTO 2200
2330 POSITION 2,22: " SAVING RECORD";
  :? #3;A$;R$;B$;R$;C$;R$;D$;R$;DTE$;R$;
  CHR$
2340 ? #3;HR1;R$;M1;R$;T1;R$;HR2;R$;M2
  ;R$;T2;R$;HR3;R$;M3;R$;T3
2350 ? #3;HR4;R$;M4;R$;T4;R$;HR5;R$;M5
  ;R$;T5;R$;HR5L;R$;T5L
2360 ? #3;HR6;R$;M6;R$;T6;R$;HR7;R$;M7
  ;R$;T7;R$;GROSS;R$;TAX;R$;NET
2365 IF A=1 THEN RETURN
2370 POSITION 2,22: " <START> FOR NEX
  T EMPLOYEE "
2375 IF PEEK(53279)<>6 THEN 2375
2380 POSITION 12,2: CL$(1,25)
2382 POSITION 17,8: ? SP$:POSITION 25,8
  : ? SP$:POSITION 33,8: ? SP$
2384 POSITION 17,9: ? SP$:POSITION 25,9
  : ? SP$:POSITION 33,9: ? SP$
2386 POSITION 17,10: ? SP$:POSITION 25,
  10: ? SP$:POSITION 33,10: ? SP$
2388 POSITION 17,11: ? SP$:POSITION 25,
  11: ? SP$:POSITION 33,11: ? SP$
2390 POSITION 17,12: ? SP$:POSITION 25,
  12: ? SP$:POSITION 33,12: ? SP$
2392 POSITION 17,13: ? SP$:POSITION 25,
  13: ? SP$:POSITION 33,13: ? SP$
2394 POSITION 17,14: ? SP$:POSITION 25,
  14: ? SP$:POSITION 33,14: ? SP$
2396 POSITION 17,15: ? SP$:POSITION 25,
  15: ? SP$:POSITION 33,15: ? SP$

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2398 POSITION 33,17: SP$:POSITION 33, 3198 OPEN #2,4,0,"D:EMPLOYEE":OPEN #3, 4287 A=T5:GOSUB 1300
18: SP$:POSITION 33,20: SP$ 9,0,"D:SALARY" 4288 ? #2;"PUBLIC HOLS.": ";HR5,"@
2399 IF GROSS<0 THEN TRAP 2400:X=VAL( 3195 INPUT #2,A$,B$,C$,D$,W1,W2,W3,W4, 4289 A=T5L:GOSUB 1300
CHQ$)+1:POSITION 29,4: ? X W5,W6,W7 4290 ? #2;"SICK LEAVE": ";HR5L,"@
2400 POSITION 2,22: ? "PLEASE WAIT";S 3196 IF B$=NAME$ THEN 3205 4291 A=T6:GOSUB 1300
P$;SP$;SP$;GOTO 2170 3199 GOTO 3195 4292 ? #2;"SHIFT PENALTY": ";HR6,"@
2410 POSITION 2,22: ? "NO MORE EMPLOYE 3200 GOTO 3090 4293 A=T7:GOSUB 1300
ES";CHR$(253); 3205 POSITION 2,22: ? CL$; 4294 ? #2;"BROKEN SHIFT": ";HR7,"@
2420 CLOSE #2:CLOSE #3:RETURN 3210 GOSUB 2180 4296 ? #2;CL$(1,15);"-----";SP$;SP$
3000 A=1:GOSUB 2100 3220 GOTO 3090 4297 A=GROSS:GOSUB 1300
3010 OPEN #2,4,0,"D:EMPLOYEE":OPEN #3, 4000 REM PRINT PAY SLIPS 4298 ? #2;CL$(1,29);"GROSS WAGE": $";B
9,0,"D:SALARY" 4010 POKE 752,1:POSITION 11,2: ? "PRIN 4299 A=TAX:GOSUB 1300
3020 POSITION 2,22: ? "ENTER EMPLOYEE 4020 POSITION 6,6: ? "1. WAGE SLIPS" 4300 ? #2;CL$(1,29);"LESS TAX": $";B
";CHR$(253); 4030 POSITION 6,9: ? "2. WAGE SUMMARY" 4301 A=NET:GOSUB 1300
3030 POSITION 13,2:INPUT NAME$ 4040 POSITION 6,12: ? "3. EMPLOYEE DET 4302 ? #2;CL$(1,30);"-----"
3040 POSITION 2,22: ? "PLEASE WAIT 4050 POSITION 6,15: ? "4. RETURN TO ME $ 4304 ? #2;CL$(1,29);"NET WAGE": $";B
"; 4060 GOSUB 1000:IF KEY<49 OR KEY>52 TH 4306 ? #2;CL$(1,30);"-----"
3050 TRAP 3080:INPUT #2,A$,B$,C$,D$,W1 4070 POKE 752,0:ON KEY-48 GOSUB 4100,4 4310 IF X=2 THEN RETURN
,W2,W3,W4,W5,W6,W7 800,5400,4080:RETURN 4340 FOR A=1 TO 10: ? #2:NEXT A:GOTO 42
3060 IF B$=NAME$ THEN 3100 4080 RETURN 4350 CLOSE #2:CLOSE #3:RETURN
3070 GOTO 3050 4100 POKE 752,1:GOSUB 1010 4399 REM ? ONE WAGE SLIP
3080 POSITION 2,22: ? "INVALID EMPLOYE 4110 POSITION 6,6: ? "1. ALL EMPLOYEES 4400 POKE 752,1: ? "K"
E NAME"; 4120 POSITION 6,9: ? "2. ONE EMPLOYEE" 4410 OPEN #2,4,0,"D:SALARY"
3090 CLOSE #2:CLOSE #3:RETURN 4130 GOSUB 1000:IF KEY<49 OR KEY>50 TH 4420 POSITION 9,2: ? "PRINT ONE WAGE S
3100 CLOSE #2:CLOSE #3 20 4425 POSITION 2,22: ? "ENTER EMPLOYEE
3110 OPEN #2,4,0,"D:SALARY":OPEN #3,8, 4140 POKE 752,0:ON KEY-48 GOSUB 4200,4 4430 POSITION 4,6: ? "NAME: ";:INPUT N
0,"D:EMPL.BAK" 400:RETURN 4435 POSITION 2,22: ? "PLEASE WAIT
3120 TRAP 3150:INPUT #2,A$,B$,C$,D$,DT 4200 GOSUB 1050:X=1 4440 TRAP 4480:INPUT #2,A$,B$,C$,D$,DT
E$,CHQ$,HR1,W1,T1,HR2,W2,T2,HR3,W3,T3, 4210 OPEN #3,4,0,"D:SALARY" 4441 INPUT #2,HR5L,T5L,HR6,W6,T6,HR7,W
HR4,W4,T4,HR5,W5,T5 4220 TRAP 4350:INPUT #3,A$,B$,C$,D$,DT 4445 IF B$=NAME$ THEN 4500
3125 INPUT #2,HR5L,T5L,HR6,W6,T6,HR7,W 4225 INPUT #3,HR5L,T5L,HR6,W6,T6,HR7,W 4450 GOTO 4440
7,T7,GROSS,TAX,NET 4230 IF GROSS=0 THEN 4220 4480 POSITION 2,22: ? "EMPLOYEE NOT FO
3130 IF B$=NAME$ THEN 3120 4235 ? #2;CL$(1,20);CHR$(14);"PAY SLIP 4490 CLOSE #2: ? "K":POP :RETURN
3135 ? #3;A$;R$;B$;R$;C$;R$;D$;R$;DTE$ 4240 ? #2: ? #2;"EMPLOYER: ";A$,SP$;"CH 4500 POSITION 2,22: ? "EMPLOYEE FOUND
;R$;CHQ$ 4240 ? #2: ? #2;"EMPLOYEE: ";B$,SP$;"DATE: " 4510 ? "K":GOSUB 1050
3136 ? #3;HR1;R$;W1;R$;T1;R$;HR2;R$;W2 4250 ? #2;"CLASSIFICATION: ";C$ 4520 GOSUB 4235:FOR A=1 TO 10: ? #2:NEX
;R$;T2;R$;HR3;R$;W3;R$;T3 4270 ? #2: ? #2: ? #2;CL$(1,18);"TIME SU 4800 REM PRINT SUMMARY
3137 ? #3;HR4;R$;W4;R$;T4;R$;HR5;R$;W5 4279 A=T1:GOSUB 1300 4805 GOSUB 1050:OPEN #3,4,0,"D:SALARY"
;R$;T5;R$;HR5L;R$;T5L 4280 ? #2: ? #2;"BASIC RATE": ";HR 4807 TRAP 4880:INPUT #3,A$,B$,C$,D$,DT
3138 ? #3;HR6;R$;W6;R$;T6;R$;HR7;R$;W7 4281 A=T2:GOSUB 1300 4887 TRAP 4880:INPUT #3,A$,B$,C$,D$,DT
;R$;T7;R$;GROSS;R$;TAX;R$;NET 4282 ? #2;"SATURDAY": ";HR2,"@
3140 GOTO 3120 4283 A=T3:GOSUB 1300 4887 TRAP 4880:INPUT #3,A$,B$,C$,D$,DT
3150 CLOSE #2:CLOSE #3 4284 ? #2;"SUNDAY": ";HR3,"@
3155 OPEN #2,4,0,"D:EMPL.BAK":OPEN #3, 4285 A=T4:GOSUB 1300 4887 TRAP 4880:INPUT #3,A$,B$,C$,D$,DT
8,0,"D:SALARY" 4286 ? #2;"OVERTIME": ";HR4,"@
3160 TRAP 3180:INPUT #2,A$,B$,C$,D$,DT 4287 A=T5:GOSUB 1300
E$,CHQ$,HR1,W1,T1,HR2,W2,T2,HR3,W3,T3, 4288 ? #2;"PUBLIC HOLS.": ";HR5,"@
HR4,W4,T4,HR5,W5,T5 4289 A=T5L:GOSUB 1300
3165 INPUT #2,HR5L,T5L,HR6,W6,T6,HR7,W 4290 ? #2;"SICK LEAVE": ";HR5L,"@
7,T7,GROSS,TAX,NET 4291 A=T6:GOSUB 1300
3170 ? #3;A$;R$;B$;R$;C$;R$;D$;R$;DTE$ 4292 ? #2;"SHIFT PENALTY": ";HR6,"@
;R$;CHQ$ 4293 A=T7:GOSUB 1300
3171 ? #3;HR1;R$;W1;R$;T1;R$;HR2;R$;W2 4294 ? #2;"BROKEN SHIFT": ";HR7,"@
;R$;T2;R$;HR3;R$;W3;R$;T3 4296 ? #2;CL$(1,15);"-----";SP$;SP$
3172 ? #3;HR4;R$;W4;R$;T4;R$;HR5;R$;W5 4297 A=GROSS:GOSUB 1300
;R$;T5;R$;HR5L;R$;T5L 4298 ? #2;CL$(1,29);"GROSS WAGE": $";B
3173 ? #3;HR6;R$;W6;R$;T6;R$;HR7;R$;W7 4299 A=TAX:GOSUB 1300
;R$;T7;R$;GROSS;R$;TAX;R$;NET 4300 ? #2;CL$(1,29);"LESS TAX": $";B
3175 GOTO 3160 4301 A=NET:GOSUB 1300
3180 CLOSE #2:CLOSE #3 4302 ? #2;CL$(1,30);"-----"
4304 ? #2;CL$(1,29);"NET WAGE": $";B
4306 ? #2;CL$(1,30);"-----"
4310 IF X=2 THEN RETURN
4340 FOR A=1 TO 10: ? #2:NEXT A:GOTO 42
4350 CLOSE #2:CLOSE #3:RETURN
4399 REM ? ONE WAGE SLIP
4400 POKE 752,1: ? "K"
4410 OPEN #2,4,0,"D:SALARY"
4420 POSITION 9,2: ? "PRINT ONE WAGE S
LIP"
4425 POSITION 2,22: ? "ENTER EMPLOYEE
";CHR$(253);
4430 POSITION 4,6: ? "NAME: ";:INPUT N
AME$
4435 POSITION 2,22: ? "PLEASE WAIT
";
4440 TRAP 4480:INPUT #2,A$,B$,C$,D$,DT
E$,CHQ$,HR1,W1,T1,HR2,W2,T2,HR3,W3,T3,
HR4,W4,T4,HR5,W5,T5
4441 INPUT #2,HR5L,T5L,HR6,W6,T6,HR7,W
7,T7,GROSS,TAX,NET
4445 IF B$=NAME$ THEN 4500
4450 GOTO 4440
4480 POSITION 2,22: ? "EMPLOYEE NOT FO
UND";CHR$(253);:FOR A=1 TO 300:NEXT A
4490 CLOSE #2: ? "K":POP :RETURN
4500 POSITION 2,22: ? "EMPLOYEE FOUND
";:CLOSE #2:CLOSE #3:X=2
4510 ? "K":GOSUB 1050
4520 GOSUB 4235:FOR A=1 TO 10: ? #2:NEX
T A:CLOSE #2:CLOSE #3:RETURN
4800 REM PRINT SUMMARY
4805 GOSUB 1050:OPEN #3,4,0,"D:SALARY"
:X=0:Y=X:Z=Y:TRAP 4800
4807 TRAP 4880:INPUT #3,A$,B$,C$,D$,DT

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E$:CLOSE #3:OPEN #3,4,0,"D:SALARY"      ,M1,M2,M3,M4,M5,M6,M7      MPLYEE"
4810 ? #2;CL$(1,20);CHR$(14);"WAGE SUM 5520 TRAP 5600: ? #2;CHR$(14);" EMPLOY 6060 GOSUB 1000:IF KEY<49 OR KEY>52 TH
MARY";CHR$(20);"      DATE: ";DTE$: EE DETAILS"      EN 6060
? #2      5530 ? #2: ? #2;" EMPLOYER: ";A$: ? #2      6070 POKE 752,0:ON KEY-48 GOSUB 6100,6
4820 ? #2;" NAME      ";" EMPLOYEE: ";NAME$      200,6800,7000:RETURN
SIGNATURE      CHR #      GROSS      TA 5540 ? #2;" CLASSIFICATION: ";C$: ? #2      6100 GRAPHICS 0:POKE 710,164:POKE 764,
R      NET": ? #2      2;" STATUS: ";D$: ? #2: ? #2      255:POKE 752,1
4830 TRAP 4800:INPUT #3,A$,B$,C$,D$,DT 5545 ? #2;" HOURLY RATE ($)": ? #2      6110 POSITION 6,22: ? " < ANY KEY > FOR
E$,CHQ$,HR1,M1,T1,HR2,M2,T2,HR3,M3,T3, #2      5550 A=M1:GOSUB 1400: ? #2;" NORMAL R 6120 OPEN #2,4,0,"D:EMPLOYEE":X=0:Y=1
HR4,M4,T4,HR5,M5,T5      ATE : $ ";B$      6130 TRAP 6150:X=X+2:INPUT #2;A$,B$,C$
4835 INPUT #3,HR5L,T5L,HR6,M6,T6,HR7,M 5552 A=M2:GOSUB 1400: ? #2;" SATURDAY 6130 TRAP 6150:X=X+2:INPUT #2;A$,B$,C$
7,T7,GR$,TAX$,NET$      RATE : $ ";B$      ,D$,M1,M2,M3,M4,M5,M6,M7:IF X=22 THEN
4837 IF VAL(GR$)=0 THEN CHQ$=" N/A " 5554 A=M3:GOSUB 1400: ? #2;" SUNDAY R 6140 POSITION Y,X: ? B$:GOTO 6130
4840 IF LEN(B$)<>20 THEN B$(LEN(B$)+1) 5556 A=M4:GOSUB 1400: ? #2;" OVERTIME 6150 GOSUB 1000:POKE 752,0
=5P$(1,1):GOTO 4840      RATE : $ ";B$      6160 CLOSE #2:RETURN
4842 IF LEN(GR$)<>6 THEN GR$(LEN(GR$)+ 5558 A=M5:GOSUB 1400: ? #2;" PUBLIC H 6199 REM AMEND CURRENT EMPLOYEE
1)=5P$(1,1):GOTO 4842      OLTDAY : $ ";B$      6200 GOSUB 1010:POKE 752,1:POSITION 8,
4844 IF LEN(TAX$)<>6 THEN TAX$(LEN(TAX 5560 A=M5L:GOSUB 1400: ? #2;" SICK LE 2: ? "UPDATE CURRENT EMPLOYEES"
$)+1)=5P$(1,1):GOTO 4844      AVE : $ ";B$      6205 POSITION 6,6: ? "1. ONE EMPLOYEE"
4846 IF LEN(NET$)<>6 THEN NET$(LEN(NET 5562 A=M6:GOSUB 1400: ? #2;" SHIFT PE :POSITION 6,9: ? "2. ALL EMPLOYEES":PO
'1)=5P$(1,1):GOTO 4846      NALTY : $ ";B$      SITION 6,12: ? "3. RETURN TO MENU"
4850 X=X+VAL(GR$):Y=Y+VAL(TAX$):Z=Z+VA 5564 A=M7:GOSUB 1400: ? #2;" BROKEN S 6210 GOSUB 1000:IF KEY<49 OR KEY>51 TH
L(NET$)      HET : $ ";B$      EN 6325
4860 ? #2: ? #2: ? #2;B$;" 5570 ? #2: ? #2: ? #2;" ----- 6215 POKE 752,0:ON KEY-48 GOSUB 6500,6
" ";CHQ$;" $";GR$;" $";TAX$; 6220 ? #2: ? #2: ? #2;" ----- 250,6230:RETURN
" $";NET$:GOTO 4830      6230 RETURN
4880 TRAP 5000: ? #2: ? #2;"----- 5575 ? #2;" PREPARED      REVI 6250 ? "K":POSITION 8,1: ? "UPDATE ALL
-----      ENED":FOR A=1 TO 10: ? #2:NEXT A      EMPLOYEES";:X=1
4990 A=X:GOSUB 1200      5580 IF X=2 THEN RETURN      6255 OPEN #3,4,0,"D:EMPLOYEE":OPEN #2,
4991 ? #2: ? #2;"TOTAL GROSS : $";B$      5590 GOTO 5510      8,0,"D:EMPL.BAK"
4992 A=Y:GOSUB 1200      5600 CLOSE #1:CLOSE #2:RETURN      6260 POSITION 2,3: ? "EMPLOYER:"
4993 ? #2;"TOTAL TAX : $";B$      5700 GRAPHICS 0:POKE 710,116:POSITION 6262 POSITION 2,5: ? "EMPLOYEE:"
4994 A=Z:GOSUB 1200      7,2: ? "PRINT EMPLOYEE DETAILS"      6264 POSITION 2,7: ? "CLASSIFICATION:"
4995 ? #2;"TOTAL NET : $";B$      5710 POSITION 5,22: ? "ENTER EMPLOYEE" 6266 POSITION 2,9: ? "STATUS:"
4997 ? #2: ? #2;"----- 5 NAME":POSITION 2,6: ? "NAME: ";:IN 6268 ? : ? "-----
-----      PUT NAME$      -----
4998 ? #2: ? #2: ? #2;" --- 5720 POSITION 2,22: ? "SEARCHING - PLE 6270 POSITION 12,13: ? "WAGE RATES"
-----      ASE WAIT ";      6272 POSITION 1,15: ? "BASIC RATE:"
4999 ? #2;"      PREPARED      5730 TRAP 5800:INPUT #3,A$,B$,C$,D$,M1 6274 POSITION 1,16: ? "SATURDAY :
      REVIEWED"      ,M2,M3,M4,M5,M6,M7:POSITION 2,22: ? " 5 6276 POSITION 1,17: ? "SUNDAY :
5000 CLOSE #2:CLOSE #3:RETURN      EARCHING ";      6278 POSITION 1,18: ? "OVERTIME :
5399 REM PRINT EMPLOYEE DETAILS      5740 IF B$=NAME$ THEN 5760      6280 POSITION 19,16: ? "PUBLIC HOLDS. :
5400 POKE 752,1:GOSUB 1010:POSITION 7, 5750 POSITION 2,22: ? "SEARCHING";:GO 6282 POSITION 19,17: ? "SHIFT PENALTY:"
2: ? "PRINT EMPLOYEE DETAILS ";      TO 5730      6284 POSITION 19,18: ? "BROKEN SHIFT :
5405 OPEN #3,4,0,"D:EMPLOYEE"      5760 X=2:CLOSE #3:GOSUB 1050:GOSUB 552 6286 POSITION 4,21: ? "RETRIEVING EMPL
5410 POSITION 6,6: ? "1. ALL EMPLOYEES 0:CLOSE #2:RETURN      OYEE ";
"      5800 POSITION 2,22: ? "INVALID EMPLOYE 6290 TRAP 6360:INPUT #3,A$,B$,C$,D$,M1
5420 POSITION 6,9: ? "2. ONE EMPLOYEE" E";CL$(1,8);CHR$(253);:FOR A=1 TO 200 ,M2,M3,M4,M5,M6,M7
5425 POSITION 6,12: ? "3. RETURN TO ME :NEXT A:CLOSE #3:RETURN      6300 POSITION 12,3: ? A$:POSITION 12,5:
MU"      6000 REM UPDATE EMPLOYEES      ? B$:POSITION 18,7: ? C$:POSITION 10,9:
5430 GOSUB 1000:IF KEY<49 OR KEY>51 TH 6010 POKE 752,1:POSITION 11,2: ? "UPDA ? D$
EN 5430      TE EMPLOYEES"      6310 POSITION 13,15: ? M1:POSITION 13,1
5440 POKE 752,0:ON KEY-48 GOTO 5500,57 6020 POSITION 6,6: ? "1. VIEW EMPLOYEE 6: ? M2:POSITION 13,17: ? M3:POSITION 13
00,5450      LIST"      ,18: ? M4
5450 CLOSE #3:RETURN      6030 POSITION 6,9: ? "2. AMEND CURRENT 6320 POSITION 34,16: ? M5:POSITION 34,1
5500 GOSUB 1050:X=1      EMPLOYEE"      7: ? M6:POSITION 34,18: ? M7
5510 TRAP 5600:INPUT #3,A$,NAME$,C$,D$ 6040 POSITION 6,12: ? "3. ADD NEW EMPL 6325 POSITION 4,21: ? "ENTER NEW DATA
      OYEE"      6050 POSITION 6,15: ? "4. DELETE OLD E F OKAY";CHR$(253);
      :POSITION 4,22: ? "RETURN" I

```

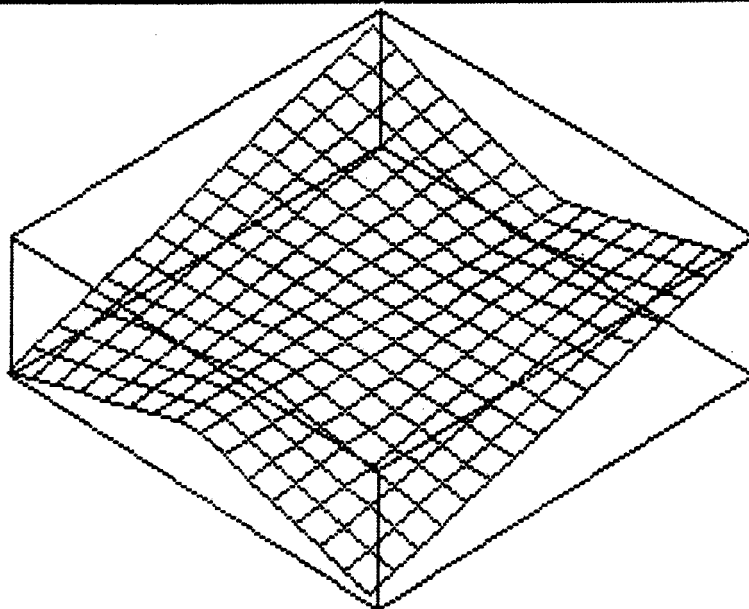
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6330 GOSUB 6900
6340 GOTO 6290
6360 POSITION 4,21:? "NO MORE EMPLOYEE
ES - PLEASE WAIT":POSITION 4,22:? "X
FILE FILES ARE UPDATED";
6370 CLOSE #2:CLOSE #3:OPEN #2,8,0,"D:
EMPLOYEE":OPEN #3,4,0,"D:EMPL.BAK"
6380 TRAP 6399:INPUT #3;A$,B$,C$,D$,M1
,M2,M3,M4,M5,M6,M7
6385 PRINT #2;A$;R$;B$;R$;C$;R$;D$
6390 PRINT #2;M1;R$;M2;R$;M3;R$;M4;R$;
M5;R$;M6;R$;M7
6395 GOTO 6380
6399 CLOSE #2:CLOSE #3:RETURN
6500 ? CHR$(253);:POP :RETURN
6800 GRAPHICS 0:POKE 710,164:X=0
6810 POSITION 10,1:? "ADDING EMPLOYEE
"
6820 OPEN #2,9,0,"D:EMPLOYEE"
6830 POSITION 2,3:? "EMPLOYER:"
6832 POSITION 2,5:? "EMPLOYEE:"
6834 POSITION 2,7:? "CLASSIFICATION:"
6836 POSITION 2,9:? "STATUS:"
6840 ? :? "-----"
-----"

6842 POSITION 12,13:? "WAGE RATES"
6844 POSITION 1,15:? "BASIC RATE:"
6846 POSITION 1,16:? "SATURDAY :"
6848 POSITION 1,17:? "SUNDAY  :"
6850 POSITION 1,18:? "OVERTIME  :"
6852 POSITION 19,16:? "PUBLIC HOLDS.  :"
6854 POSITION 19,17:? "SHIFT PENALTY:"
6856 POSITION 19,18:? "BROKEN SHIFT  :"
6860 POSITION 4,21:? "< M > FOR MENU
":POSITION 4,22:? "< A > TO ADD EMPLO
YEE";:GOSUB 1000
6870 IF KEY=77 OR KEY=109 THEN CLOSE #
2:RETURN
6880 IF KEY=65 OR KEY=97 THEN 6900
6890 GOTO 6860
6900 POSITION 11,3:INPUT A$:POSITION 1
1,3:? " "
6902 POSITION 11,5:INPUT B$:POSITION 1
1,5:? " "
6904 POSITION 17,7:INPUT C$:POSITION 1
7,7:? " "
6906 POSITION 9,9:INPUT D$:POSITION 9,
9:? " "
6910 TRAP 6910:POSITION 12,15:INPUT M$
:M1=VAL(M$):POSITION 12,15:? "$"

6912 TRAP 6912:POSITION 12,16:INPUT M$
:M2=VAL(M$):POSITION 12,16:? "$"
6914 TRAP 6914:POSITION 12,17:INPUT M$
:M3=VAL(M$):POSITION 12,17:? "$"
6916 TRAP 6916:POSITION 12,18:INPUT M$
:M4=VAL(M$):POSITION 12,18:? "$"
6918 TRAP 6918:POSITION 33,16:INPUT M$
:M5=VAL(M$):POSITION 33,16:? "$"
6920 TRAP 6920:POSITION 33,17:INPUT M$
:M6=VAL(M$):POSITION 33,17:? "$"
6922 TRAP 6922:POSITION 33,18:INPUT M$
:M7=VAL(M$):POSITION 33,18:? "$"
6924 POSITION 2,21:? CL$:POSITION 2,22
:? CL$;:POSITION 4,21:? "< 5 > TO SAV
E";:GOSUB 1000
6926 IF KEY=83 OR KEY=115 THEN 6930
6927 IF X=1 OR X=2 THEN 6900
6928 GOTO 6950
6930 POSITION 4,21:? "SAVING DETAILS
"
6935 PRINT #2;A$;R$;B$;R$;C$;R$;D$
6940 PRINT #2;M1;R$;M2;R$;M3;R$;M4;R$;
M5;R$;M6;R$;M7

```



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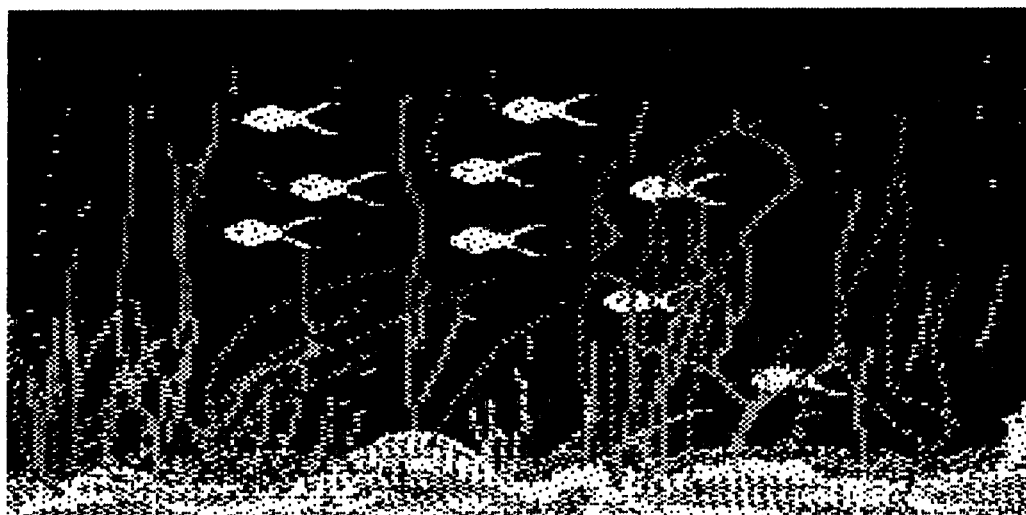
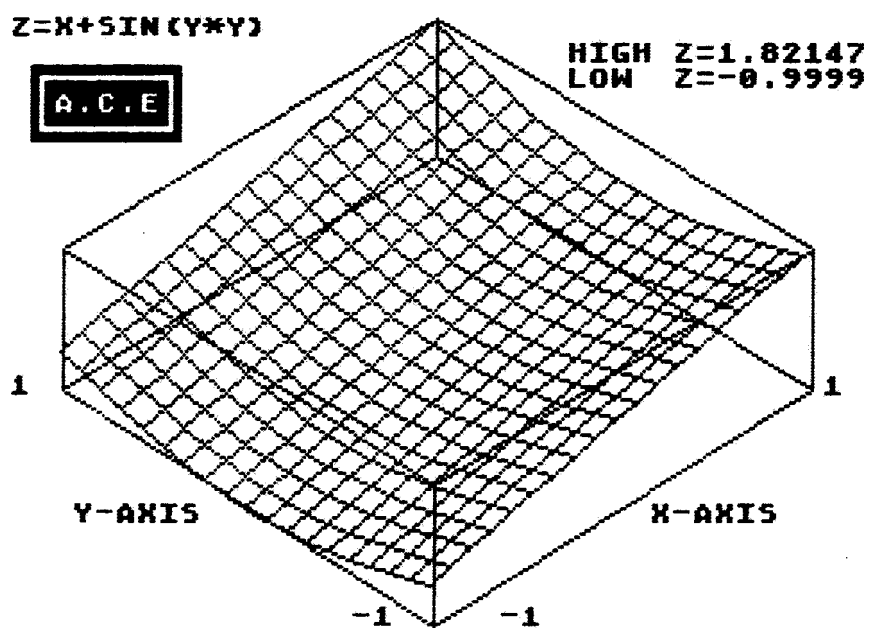
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